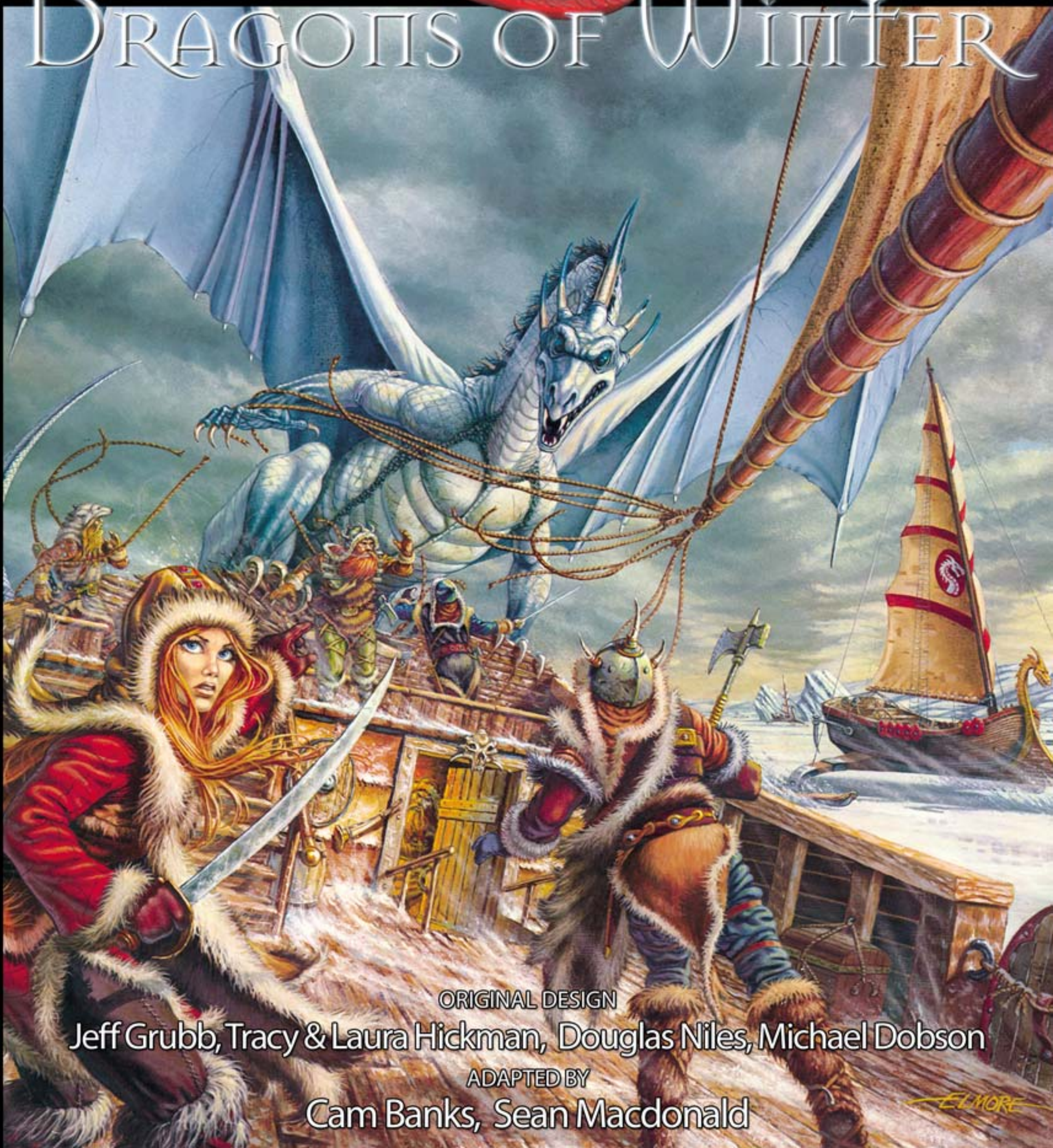




DRAGONS OF WINTER



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DRAGONS OF WINTER

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INTRODUCTION

The great saga of DRAGONLANCE continues here.

In 1985, players of *Dungeons & Dragons* had already enjoyed a year's worth of adventure in the world of Krynn. Fantasy readers had been introduced to the remarkable story of the Innfellows, the wicked Dragon Highlords, and the return of both the True Gods and the dragons of legend to a world stricken by war. Following on the success of *Dragons of Autumn Twilight* and AD&D modules *DL1* to *DL4*, TSR began the next story arc in the Chronicles trilogy, starting with a sourcebook (*DL5 Dragons of Mystery*) and then the release of *Dragons of Winter Night*.

Dragons of Winter combines the classic DRAGONLANCE adventure modules *DL6 Dragons of Ice*, *DL7 Dragons of Light*, *DL8 Dragons of War*, and *DL9 Dragons of Deceit*, revised and repackaged to re-present the second chapter of one of fantasy's most enduring sagas. You will need the *Dungeons & Dragons* core rules, the DRAGONLANCE Campaign Setting, and the *War of the Lance Campaign Setting Companion* to get the most out of this adventure. Although this adventure makes use of the *Towers of High Sorcery* sourcebook, *Holy Orders of the Stars* sourcebook, the *Bestiary of Krynn* sourcebook, and the *Knightly Orders of Ansalon* sourcebook, these books are optional and all necessary information is provided.

If you are the Dungeon Master, it is strongly suggested that you read this adventure from start to finish, making notes as necessary and paying particular attention to the pacing, themes, and major encounters of each chapter. If you are one of the players, congratulations! Whether you play as one of the original Innfellows, the new heroes introduced in this adventure, or a hero of your own creation, now is the time to stop reading, grab your dice and pencils, and get ready to play the adventure that started it all!

ADVENTURE BACKGROUND

Five years ago, a band of good friends frequented the Inn of the Last Home, the most popular tavern and inn in the treetop city of Solace. They made a pact to go off on their own in search of some sign of the true gods, agreeing to meet back at the Inn of the Last Home on that day five years later. Each taking a different path, they set out for the far corners of Ansalon. Although they returned with little more than stories and rumors to guide them, they would soon embark upon a quest to keep a mysterious Blue Crystal Staff out of the hands of a new and dangerous threat, and in so doing restore hope to a despairing world.

Along the way, the heroes uncovered a new race in service to Takhisis, the Queen of Darkness—draconians—and witnessed the invasion of their homelands by the Red Dragonarmy. Led by a high priest of Takhisis named Verminaard, the Innfellows fought to protect the refugees of that invasion, ultimately securing them safety in the valleys near the ancient dwarven kingdom of Thorbardin. Joined by a pair of elven nobles and emboldened by their success, the heroes have reached a critical point in their quest. Rumors of

weapons that may be used to oppose the dragons and their masters lie to the south, and it is in the once-majestic Lordcity of Tarsis that the story resumes...

CHARACTERS IN THE ADVENTURE

This adventure is designed to support the players taking on the roles of one half of the Heroes of the Lance, with some new heroes joining them at the start of the adventure. However, it is flexible enough that it can also be played using characters of the players' own design, as long as certain vital character archetypes are represented. This section explains how to go about using the classic characters or facilitating the creation of original characters that fit into these archetypes. If you have already played through *Dragons of Autumn*, you will already be acquainted with these archetypes. In *Dragons of Winter*, however, the focus on various archetypes has shifted to reflect the overall themes of the middle part of the trilogy.

PLAYING THE HEROES OF THE LANCE

If you and your players elect to play this adventure with the Heroes of the Lance, you'll find stat blocks for them in the **Appendix** on page 205. Feel free to make adjustments to them as you see fit; however, before making a major change, examine the adventure carefully to be certain you're not removing a vital aspect of the character. Each pregenerated character has starting equipment packages assigned from the sample packages available to all original characters.

The Heroes of the Lance begin at 9th level. At the start of the adventure, the following are available as player characters: Elistan, Flint Fireforge, Gilthanas Kanan, Laurana Kanan, Sturm Brightblade, Tasslehoff Burrfoot, and two new PC heroes, the Solamnic Knights Aran Tallbow and Brian Donner. Theodenes the Gnome and Vanderjack the Sellsword are two more characters that become available for use as player characters later, perhaps to replace dead or retired characters, or they may remain NPCs.

Derek Crownguard, originally a pregenerated hero in the classic modules *DL6* through *DL9*, is an NPC in this adventure. Although his destiny is not firmly attached to the storyline in the novels *Dragons of Winter Night* and *Dragons of the Highlord Skies*, Derek is an antagonist in many ways. See the **Derek Crownguard: Glory Descending** sidebar for more details.

PLAYING OTHER HEROES

You and your players may instead decide to play your own heroes or to replace certain members of the classic lineup. If you choose to go this route, one of the first things to do is to decide at what level the characters should start the adventure. The adventure itself was designed for eight 9th level player characters (the southbound Heroes of the Lance and the Solamnic Knights that accompany them). This translates to 11th level in terms of the classic four-member balanced party of a fighter, cleric, wizard, and rogue. If your game group decides to use their own characters (or a smaller subset of the original heroes), be sure to keep this in mind.

When designing your own player characters, be certain to cover all the Major Archetypes (discussed below). A character may fulfill more than one archetype.

APPROPRIATE RACES

Most standard player character races can be used without difficulty. Humans, making up the majority of the residents of Abanasinia and the West, are the obvious choice. Half-elves, kender, and half-kender are almost as easy to work in. Player character dwarves may be either hill dwarves (Neidar) or mountain dwarves (Hylar and Daewar), though the latter must have some reason to have left the safety of Thorbardin. Player character elves are always Qualinesti elves, although their homeland has been overrun and their people have fled across the seas to safety. For the most part, gnome characters will require special backgrounds; Theoden, introduced in **Chapter Six**, is a good example of an adventuring gnome.

More exotic and monstrous races are more difficult to explain, but certainly not impossible. Because the adventure begins at a higher level, it presents a good opportunity for a player who wants to try a race with a level adjustment, such as a centaur. Half-ogres have potential. Full-blooded ogres, minotaurs, and sea elves are extremely unusual in this part of Ansalon at this point in time. A goblin is a playable, if weak, character. A hobgoblin would make an interesting foil for one of the villains in the story.

Only a few races are completely inappropriate. Tarmak are unknown on Ansalon at this time. Draconians are the enemy and could not possibly be a hero at this point in history.

APPROPRIATE CLASSES

Almost any class appropriate for **DRAGONLANCE** in general would be appropriate in this adventure. However, keep in mind that this adventure occurs in the Age of Despair. Two important conditions of the universe exist that restrict appropriate classes.

First, the gods of Light have only recently returned. Characters may have levels of cleric, but unless they serve an Evil god, they gain no god-granted class features (supernatural and spell-like abilities or spellcasting). Similarly, other divine spellcasters (ranger, druid, and paladin) do not have their god-granted abilities. If a player chooses to take a level of one of these classes, the character must read the *Disks of Mishakal* (currently in the possession of Goldmoon) or be ministered to by the cleric Elistan, and then devote himself or herself to a god in order to gain the benefits of the class. You may decide as Dungeon Master that the cleric either begins the game having read the *Disks of Mishakal*, or that Elistan is an NPC party member, especially if you do not want to roleplay out this spiritual epiphany during play.

Additionally, the Summer of Chaos that will re-introduce ambient magic to mortals is still many decades away; mystic, sorcerer, and bard are therefore unavailable classes. Only those creatures that have access to ambient magic to begin with may take levels of sorcerer or mystic: dragons (including aurak and bozak draconians), fey, and other natural spellcasters. Ordinary mortals (such as the heroes) will not have access to this class.

MAJOR ARCHETYPES

These are the major archetypes that should be fulfilled in the adventure. If your players create their own characters, be certain that these four archetypes are represented. Having the players talk over their various concepts and ideas, and

letting them decide among themselves which archetypes they would like to play, allows them to agree on these roles and work toward a complementary group similar to the original Innfellows.

Archetypes have no direct game benefit, although some mention of them is made in the text of the adventure, and some things may happen to specific heroes who represent this archetype. If you are playing this adventure with the standard rules for XP, then consider giving Personal Story Awards to players who stick to their heroes' archetype. If you are using the simplified advancement rules, you may reward players who role-play their archetypes well with other one-use benefits—a +2 luck bonus to an attack roll, skill check, or saving throw of their choice, for instance.

THE HAWK

THIS ARCHETYPE'S ROLE IN THE ADVENTURE

The Hawk archetype is related to aggressive impulses. Driven by frustration or despair, this character often seeks a foe to focus his aggression upon, although as the story develops he may begin to understand the need for peace and stability. He has seen war and witnessed tragedy, but it is in his nature to continue along this path in order to achieve the serenity of one who has risen above it. In this adventure, the Hawk stands as a contrast to the Shepherd, who wishes to shelter others from the dangers of the world through faith, and the Idealist, who believes that honor and glory are more important than aggression and impulsiveness.

THE CLASSIC CHARACTER

Gilthanas Kanan fills this niche role in the story. For an elf, he is quick to anger and quick to react against the threat of the Dragonarmies. The fate of his people weighs heavily on his shoulders and Gilthanas lets his concern for his people fuel his anger. This weight is lifted somewhat now that the elves have fled into the west, but Gilthanas continues to struggle until the threat of the Dragonarmies has been eliminated.

WHAT COULD REPLACE THE CHARACTER

Any warrior character with levels in fighter, barbarian, or ranger could fill the role of Hawk. Nobles, too, especially among the nonhuman races, are likely to possess the required emotional drive.

THE IDEALIST

THIS ARCHETYPE'S ROLE IN THE ADVENTURE

The Idealist archetype is that of the beautiful, gifted, and doomed. This character in the story is fated to fulfill some destiny during the adventure and is willing to give up his life to accomplish this task. The Idealist is contrasted by the Hawk, who seems to succumb to despair and violent urges, and the Rogue, who seems to avoid danger and find a way out of a situation rather than embrace it. The Idealist is comforted by the Shepherd, who represents all that the Idealist stands for.

THE CLASSIC CHARACTER

Sturm Brightblade has chosen to dedicate his life to the tenets of the Knights of Solamnia. In all aspects of his life he tries to embody the ideals and principles of his knightly training. He would not willingly do anything to mar that image. As the Idealist archetype, Sturm is fated to a tragic end in order to pull together the crumbling organization of the Knights of Solamnia. He is a skilled warrior, willing to defend his friends at any cost.

Among the Innfellows, Sturm was not always understood, but as new allies joined the cause Sturm's bravery and idealism began to manifest more clearly. He now faces other members of the Order for which he has so long professed membership, the Knights of Solamnia, and the very real threat that they may reveal to his friends that he is not a true Knight as the Measure would dictate. As the story progresses, Sturm grows to realize that the world is not as black and white as he once thought, but he must cling to these ideals or else lose himself to dishonor.

WHAT COULD REPLACE THE CHARACTER

The character to take this role should have some affinity with the noble ideals of the Knights of Solamnia. It will take a huge sacrifice to bring the Knights back together and rally them against the invading Dragonarmies. A knight or warrior affiliated with the Knights would be the most likely candidate for this role, though even a non-knightly character may prove to have the commitment and conviction to rise above the darkness and inspire others at great risk to himself.

THE SHEPHERD

THIS ARCHETYPE'S ROLE IN THE ADVENTURE

The Shepherd is the individual chosen by the Prophet to gather the faithful together and lead them into the light. Like the Prophet, the Shepherd is strong in his faith and marked by destiny to pass this faith to others; unlike the Prophet, the Shepherd's purpose is to lay the foundations for the faithful and build a secure shelter of spiritual community.

At the beginning of the adventure, the Shepherd is the bearer of the Disks of Mishakal, bequeathed to him by the Prophet at the end of *Dragons of Autumn*.

THE CLASSIC CHARACTER

Elistan of Haven was once a High Seeker, a member of a faith that worshiped the false gods that became common after the Cataclysm. His non-existent deities were of no value when the Dragonarmies overran his homelands. As a captive, Elistan met Goldmoon, cleric and Prophet of the goddess Mishakal. He recognized her true faith and divine gifts, and this opened the way for Elistan to learn of the true gods. A follower of Paladine, the Celestial Paladin and most high among the Gods of Light, Elistan is now the Shepherd. He has dedicated his life to spreading his faith, fighting the evil around him, and doing what he must to gather the lost and the helpless under the broad wings of the Platinum Dragon.

WHAT COULD REPLACE THE CHARACTER

This role requires a character of good moral alignment that bears the blessing of the gods. A cleric is the best candidate, although a paladin or druid could fit the role if his or her

background can be made to work. The Shepherd starts the adventure with the Disks of Mishakal, hence the need for a good-aligned divine spellcaster.

THE ROGUE

THIS ARCHETYPE'S ROLE IN THE ADVENTURE

The Rogue is usually the jack-of-all-trades. This archetype has a wide array of skills at his disposal. He regularly uses these skills to his own advantage, but he also often uses them to assist the other members of his party. He routinely presents the Shepherd with reasons to be concerned and can be a problem for the Idealist, but his willingness to go behind the backs of authority works well with the Hawk's impulsive streak.

THE CLASSIC CHARACTER

The irrepressible kender Tasslehoff Burrfoot plays the Rogue archetype among the Heroes of the Lance. Being a kender, Tasslehoff grew up perfecting a number of skills that come naturally to those of his race; moving silently, hiding in shadows, and picking locks and pockets are all second nature to him. Tasslehoff's role as the Rogue presents him with challenges that other party members rely on him to overcome. He is employed as a scout to range ahead and find enemies before they find him or his companions. He is also known for acquiring items the party may need (and more than a few they don't). When the party is trapped, it is often Tasslehoff who finds a way out. Tasslehoff is energetic, intensely curious, and entirely fearless.

WHAT COULD REPLACE THE CHARACTER

There are certainly times when a character who knows how to sneak, pick locks, and get into places he's not supposed to be can be very handy. Rogues (of course) and rangers can fit this bill very well; a mariner might also work, or even a master with suitable specializations.

ADDITIONAL ARCHETYPES

These are some additional archetypes that can be included in the adventure. Although they are not necessary, you may find that if you have fewer than eight players some of these heroes might have more than one archetype. The Rogue might also be the Bon Vivant, for instance, and the Shepherd might also be the Mentor. The pregenerated heroes provided at the end of this adventure include representatives of all four minor archetypes.

THE BON VIVANT

THIS ARCHETYPE'S ROLE IN THE ADVENTURE

The Bon Vivant is the life of the party, the hero who embraces wine, women, and song. Stouthearted, indulgent, and usually ribald at the best of times, the Bon Vivant's carefree personality often hides wounds and deep tragedies that never seem to surface. The Bon Vivant thus covers his insecurities with confidence and bluster, or at the very least tries to make sure that others see only the best in him and in the world around them.



THE GOLDEN GENERAL

In the original novel of *Dragons of Spring Dawning*, the young Qualinesti princess Laurana becomes the Golden General, the inspirational figure who guided the Knights of Solamnia to victory. Although there is no reason why Laurana's player cannot similarly take her character from the archetype of the Maiden (which is very similar to the Ingenue, Tika's archetype in *Dragons of Autumn*) into the archetype of the Golden General (which is more or less identical to the Leader, which was Tanis' archetype in *Dragons of Autumn*), Laurana's path is not predetermined. Thus, any hero may, in the course of the adventure, be revealed as the Golden General and thus leave their former archetype behind. Obviously, they may not be known as the Golden General, a name Laurana earned because of her hair and radiant nature, but the archetype still works.

THIS ARCHETYPE'S ROLE IN THE ADVENTURE

The Golden General is the face of the group. She does the talking in delicate social situations, she negotiates with friends and enemies when appropriate, and she is trusted to make many decisions on behalf of the entire party. She carries the beacon of hope for the downtrodden and defeated in the face of the Dragonarmy onslaught.

THE CLASSIC CHARACTER

Laurana is the classic Golden General, an inspirational figure to the Knights of Solamnia after the Battle of the High Clerist's Tower and a rallying point for all of the heroes. When she is kidnapped, she spurs the group to immediate action; when she speaks to the armies of Solamnia and the West, their hope is rekindled. It is not surprising that Tanis, when he is finally reunited with his childhood love, sees much in her that he identifies in himself.

WHAT COULD REPLACE THE CHARACTER

Any charismatic character with a sense of responsibility can fill this role. The other characters should like and trust him, even if he doesn't trust himself. The Maiden, the Idealist, and the Defender are all excellent choices for the Golden General, but a case could be made for any of the others.

THE CLASSIC CHARACTER

Aran Tallbow, the Knight of the Crown who accompanies the Heroes from Tarsis on their quest to recover the *dragon orb*, is this story's Bon Vivant. A skilled archer, he is easy-going, fond of his drink, and popular among the ladies. The flamboyant Aran hides a drinking problem with his good nature and ready wit, making him the epitome of the Bon Vivant. He contrasts against other Knights, such as the

stalwart Brian Donner and the arrogant Derek Crownguard, in that he sees glory and honor as necessary evils in the pursuit of a good life.

WHAT COULD REPLACE THE CHARACTER

The Bon Vivant is a role that suits warriors and rogues of all stripes. It is somewhat less common among wizards and clerics, if only because those professions are sought out by more serious or focused individuals, and the Bon Vivant is a free spirit. Social background is somewhat irrelevant; Bon Vivants are as likely to be counted among the idle rich as they are the lusty barbarians.

THE GALLANT

THIS ARCHETYPE'S ROLE IN THE ADVENTURE

Brave, chivalrous, and bold, the Gallant lies somewhere between the Protector and the Idealist among the lesser archetypes. The Gallant upholds the good, defends the innocent, and plays peacemaker when he has to. He seeks to be spiritually whole, to find faith and meaning in the face of the darkness he shields others from. The Gallant truly believes that there are greater forces acting upon the world, and that it is his duty to somehow champion those forces in order to let others see the light. He supports the Idealist's noble goals, tries to keep the Hawk from becoming consumed with his aggression, helps the Shepherd protect the flock, and gives the Rogue somebody to look up to.

THE CLASSIC CHARACTER

Brian Donner, the doomed Knight of the Sword from *Dragons of Winter Night* and *Dragons of the Highlord Skies*, is this story's Gallant. He keeps Derek Crownguard from becoming too obnoxious, finds hope in the city of Tarsis, and dies living up to a greater cause that he would never live to see flourish. In this adventure, Brian Donner's fate is not sealed in Icereach. If he spends time with Elistan learning about the gods, Brian's paladin abilities manifest fully and he might yet achieve the sense of spiritual fulfillment that has eluded him.

WHAT COULD REPLACE THE CHARACTER

Although the Gallant is most suited toward a noble, paladin, or fighter character, characters belonging to other classes may be just as suited to the role. A White Robe mage, a priest of Paladine or Kiri-Jolith, or even a high-minded mariner or rogue could take on the Gallant archetype and do just as well in it.

THE MAIDEN

THIS ARCHETYPE'S ROLE IN THE ADVENTURE

The Maiden archetype is similar to the Ingenue archetype described in *Dragons of Autumn*, but represents a more mature archetype, the woman who has mastered her challenges and come to terms with her personal power. The Maiden maintains her desire to overcome challenges, both emotional and physical, and in the course of doing so she seeks the protection of those around her in order to inspire them. The Maiden brings out the Archetypes in all others.

THE CLASSIC CHARACTER

Laurana serves as the Maiden archetype in the story. Like Tika Waylan, Laurana starts out as an Ingénue, a spoiled princess used to having others do things for her. She is impetuous and impatient, and her relationships are all shallow, but to her they are full of intensity and depth. After *Dragons of Autumn*, however, Laurana has begun come into her own. Even if she does not ascend to become the Golden General, Laurana is the bright hope for her comrades, both a companion in spirit and fellow compatriot-at-arms. She is not the strongest or most skilled of the Heroes of the Lance, but her person Charisma (and deft graces) allow her to support and nurture the talents of others.

WHAT COULD REPLACE THE CHARACTER

The Maiden archetype is most suited to nobles and rogues, classes that depend on skills and Charisma and that provide party support. Any class that supports the others and concentrates on being the emotional core of the party would do well as the Maiden. The Maiden doesn't even need to be female; a male hero, such as a young aspirant male priest or a young nobleman who believes in unity and the well-being of his people would suit the Maiden archetype.

THE MENTOR

THIS ARCHETYPE'S ROLE IN THE ADVENTURE

The Mentor archetype is a character who teaches by example, is a steadfast friend, and counsels the others using his life experience. He brings moderation to the Hawk's impulses, reality to the Idealist's lofty passion, and validation to the Shepherd's efforts, as well as much-needed restraint to the Rogue's excesses.

THE CLASSIC CHARACTER

The dwarven blacksmith Flint Fireforge plays the role of the Mentor for the Heroes of the Lance. He is not the strongest, most intelligent, or most skilled of the heroes, but Flint's wisdom and levelheaded outlook helps prevent the companions from making rash decisions. He works to keep the more chaotic members of the party in line and gives his council to the Leader when he feels it's necessary. Flint tends to grumble and complain, but he does it in a good-natured manner. When Flint perceives an injustice, he speaks up and doesn't dance around the subject. He speaks plainly and directly to the point. A Mentor must prove he is reliable, and there is no other character more reliable and loyal than Flint Fireforge.

WHAT COULD REPLACE THE CHARACTER

The most important aspects of filling this role are loyalty and friendship. Wisdom and old age would also seem to be a requirement, but they are not entirely necessary. Since these

are roleplaying attributes, it does not matter what class a person plays. Any player who is willing to support the party as a whole, rather than looking out only for himself or herself, would do well in this role.

Running the Adventure

Dragons of Winter has been designed to capture the spirit of the classic modules while re-imagining some of the original game play to enhance your experience of the *DRAGONLANCE* saga. Notable elements, options, and features of this adventure are discussed below.

Time and the Adventure

Unlike *Dragons of Autumn*, which followed a fairly tight schedule because of the invasion of Abanasinia, *Dragons of Winter* may take weeks or months to complete in game-time. For this reason, while some of the chapters are time-dependent (such as Chapter Seven: War) the others are not, and thus no detailed timeline has been provided.

THE MOONS OF MAGIC

The Wizards of High Sorcery are influenced by the phases of the three moons: Solinari, Lunitari, and Nuitari. Because this can have a dramatic effect on the spellcasting and capabilities of wizard heroes, you should pay careful attention to the phases of the moons as the days and weeks progress throughout the adventure. As *Dragons of Winter* has no detailed timeline, no moon chart has been provided, although the initial moon phases (at the start of the adventure, in Tarsis) can be found in the sidebar below.

A NOTE ABOUT DRAGONS

Dragons are a staple in most fantasy games, and *DRAGONLANCE* is no exception. However, keep in mind that, when the adventure begins, most of the world has not seen a dragon since the end of the Third Dragon War, when Huma Dragonbane and his companion Heart defeated Takhisis—and this was over 1300 years ago. Since then dragons have become a thing of legend, little more than characters in children's stories and religious mythology. Some believe they never existed at all. As the Dragonarmies of Takhisis stormed through the lands of free peoples, human, elven, and dwarf, this naïveté has faded and grown into fear. At this point in the history of Krynn, a fully-grown dragon inspires immense awe and fear in all who look on it, for now it is the representation of all that is evil in the world.

Date	Solinari	Lunitari	Nuitari
Autumn Dark 3rd	3rd day Low Sanction, Waning Crescent	6th day Low Sanction, Waxing Crescent	1st day High Sanction, Full Moon

For more information on moon magic and the effects of the phases on Wizard of High Sorcery characters, see the *Dragonlance Campaign Setting* or the *Towers of High Sorcery* sourcebook.

DEREK CROWNGUARD: GLORY DESCENDING

Sir Derek Crownguard, Lord of the Rose, has a specific purpose in this adventure. He is an NPC controlled by you, as the DM, and he remains with the heroes until they reach the High Clerist's Tower. He acts as the voice of the traditionalist hard-liners in the Knights of Solamnia, as opposed to those like Sir Gunthar uth Wistan who recognize that the Knighthood faces great change and challenge. He outranks Brian Donner and Aran Tallbow, two of the pregenerated player character Knights, and thus he may occasionally bring conflict into the adventure merely by enforcing his narrow-minded view of the quest at hand. Nothing means more to Derek than retrieving the *dragon orb* and acquiring the tools he believes are needed for the Knights to oppose the Dragonarmies and therefore elevate him to the title of Grand Master of the Solamnic Knights.

Derek should begin as a somewhat stiff and brusque character, with upright moral character if a little lacking in tact. He is not particularly brave, but he is a master of the sword and has a quick mind. As the story progresses, however, the events that unfold and the dangers that the heroes face should begin to leave their mark on him. By the time the heroes reach the High Clerist's Tower, Derek will be consumed with the need to prove to the heroes, and to the other Knights, that his way was always the right way. Whether you have him die in the reckless charge (as described in **Chapter Seven's** events at the Tower) or live to see the heroes triumph, Derek should be played as the epitome of how not to act in the battle of good against evil.

For a twist on the story, Derek may attempt to use the *dragon orb* himself, or make a bargain with the forces of darkness to save his Knights from disaster. This could lead to any number of interesting events, from a betrayal (at the hands of the enemy Derek tried to make a bargain with) to a fall from grace and light. Perhaps the heroes will meet Derek again at the final battle in Neraka, a bitter and angry man consumed with hatred for those he once tried to lead. . .

ADVENTURE SITES AND SCENES

Throughout this adventure, key locations are often broken out into Adventure Sites, such as Sanction, which summarize important information and characters in those locations, and Scenes, which describe action events such as battles, negotiations, or chases. Each Adventure Site typically includes people to meet, places to visit, and things that happen in that location. Each Scene describes the situation, any creatures or characters present, what tactics they use, and so forth. Together, these elements are designed to move the story along while providing the Dungeon Master with a number of easily expanded hooks into further adventure.

A WORD ABOUT SHADED TEXT

This adventure provides shaded text for the benefit of those Dungeon Masters who like to have a summary of a scene or location. The use of shaded text is by no means required; many excellent Dungeon Masters eschew the use of shaded text and instead feel more comfortable describing the action in their own words. You should consider what works best for you and your group. If you choose not to read aloud any of the text provided, you should at least paraphrase the information to keep the players aware of their environment.

CHARACTER ADVANCEMENT AND EXPERIENCE POINTS

Player characters advance much faster in 3rd edition *Dungeons & Dragons* than in older editions and, if allowed to accrue XP in the normal way, the heroes may quickly outpace the power levels of the adventure. To closely approximate the character advancement rate of the classic *DRAGONLANCE* modules, *Dragons of Winter* handles character advancement and experience points differently than standard *Dungeons & Dragons* and *DRAGONLANCE* games. All heroes are assumed to have a number of XP equal to the "halfway point" between

the character's current level and the next one. In order to keep the power level of the player characters consistent with their challenges, the heroes will gain one new level at the end of each major story arc:

- Obtaining the *dragon orb* from Icewall Castle.
- Learning the secrets of the Stone Dragon of Ergoth and escaping to Eastwatch.
- Journeying to the High Clerists Tower and using its secrets to turn the tide of the battle.
- Sneaking into the dungeons under Sanction and getting proof of the corruption of the dragon eggs.

MAGIC ITEM CREATION DURING THE ADVENTURE

When using the advancement rules for *Dragons of Winter*, the creation of magic items by heroes with Craft Item feats requires some adjustment. The heroes may not always have time to make use of Craft Item feats; however, if the players want to create scrolls or potions, assume they have a "pool" of XP available to them based on their current character level. After each story arc is complete and the heroes advance a level, a new pool is made available. Unused XP from previous levels are carried over at a 5 to 1 ratio, so if 500 XP are left unused from a level once a character advances, only 100 XP are carried over.

Level	Craft Item XP Pool
9th	4500
10th	5000
11th	5750
12th	6500
13th	7250
14th	8000

CHAPTER 5: ICE

It certainly seemed to be a cloud. It was huge and white and appeared to be floating above the water. But it was moving much more rapidly than any other cloud in the sky and—

Tassehoff gasped. “Let me borrow that,” he asked, holding out his hand for the watch’s spyglass. Reluctantly, the man gave it to him. Tas put it to his eye, then he groaned softly. “Oh, dear,” he muttered. Lowering the spyglass, he shut up with a snap and absently stuffed it into his tunic. The sailor caught him by the collar as he was about to slide down.

“What?” Tas said, startled. “Oh! Is that yours? Sorry.” Giving the spyglass a wistful pat, he handed it back to the sailor. Tas slid skillfully down the ropes, landed lightly, and came running over to Sturm.

“It’s a dragon,” he reported breathlessly.

Dragons of Winter Night

By Margaret Weis and Tracy Hickman

SYNOPSIS

In this chapter, the second book of the **DRAGONLANCE** Classic campaign begins and the Heroes of the Lance are separated by circumstance and desperation. Armed with knowledge found in an ancient library the heroes flee the once-proud city of Tarsis and strike out across the Plains of Dust towards Icewall Glacier. Here they join the struggle against the White Wing of the Dragonarmy alongside the hardy Ice Folk and recover an artifact that will play a major role in the coming War of the Lance.

THEMES

Ice is the central theme of this chapter, both literally and figuratively. The heroes encounter both the frosty temperament of the people of Tarsis and the icy bitterness of the Dragon Highlord. The promise of a thaw is made evident however, as the truth of the gods reaches the spiritual leader of the Ice Folk and the first step toward confronting the evil of the Dragonarmies is made upon Icewall Glacier. This chapter presents a stark counterpoint to the opposition in *Dragons of Autumn*, with red dragons replaced by white, and the fury of Verminaard replaced by the cold heart of Feal-Thas.

ADVENTURE START

This chapter begins in one of two ways, depending on whether your group has played through *Dragons of Autumn* or is starting the campaign with this adventure. Each assumes a number of things about the structure of the group, which are covered in more detail in the **Introduction** chapter (see page 3); in addition, each jumps ahead two weeks from the ending of *Dragons of Autumn*, starting the heroes off in the Lordcity of Tarsis.

An alternate way of handling the adventure’s beginning is to use the calendar leading up to the starting point (see page 20) as a guide to playing out the events of these two weeks. A week of travel from Southgate, stopping perhaps in the small

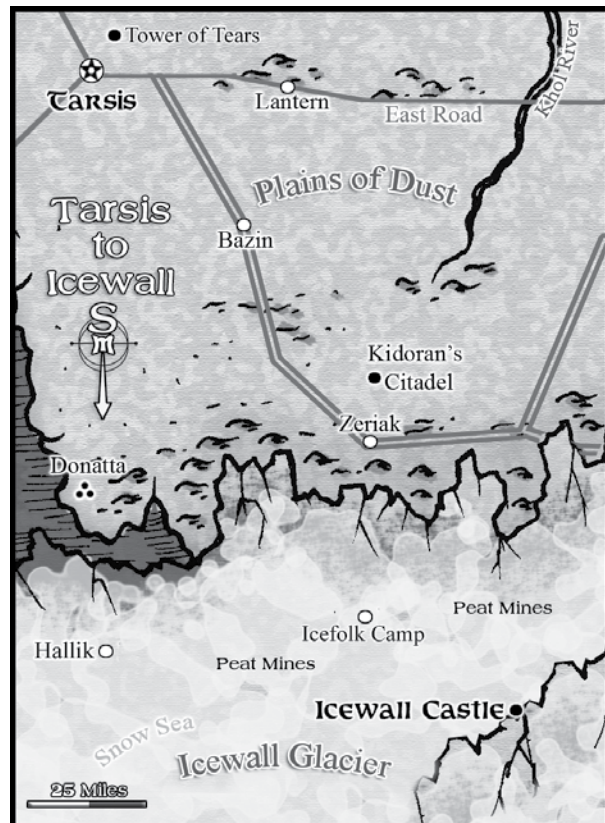
TARSIS

 **Tarsis (Large Town):** Conventional; AL NG; 3,000 stl limit; Assets 643,500; Population 4,290 (humans 92%, dwarves 3%, hobgoblins 2%, elves 1%, kender 1%, draconians 1%).

Authority Figures: **Harkol Waythorn**, LN male civilized human warrior 7 (Governor of Tarsis); **Gildentongue**, LE male aurak inquisitor 4 (draconian emissary of the Blue Wing); **Porkall Frenbuster**, N male civilized human master 5 (mercantile union shop-steward).

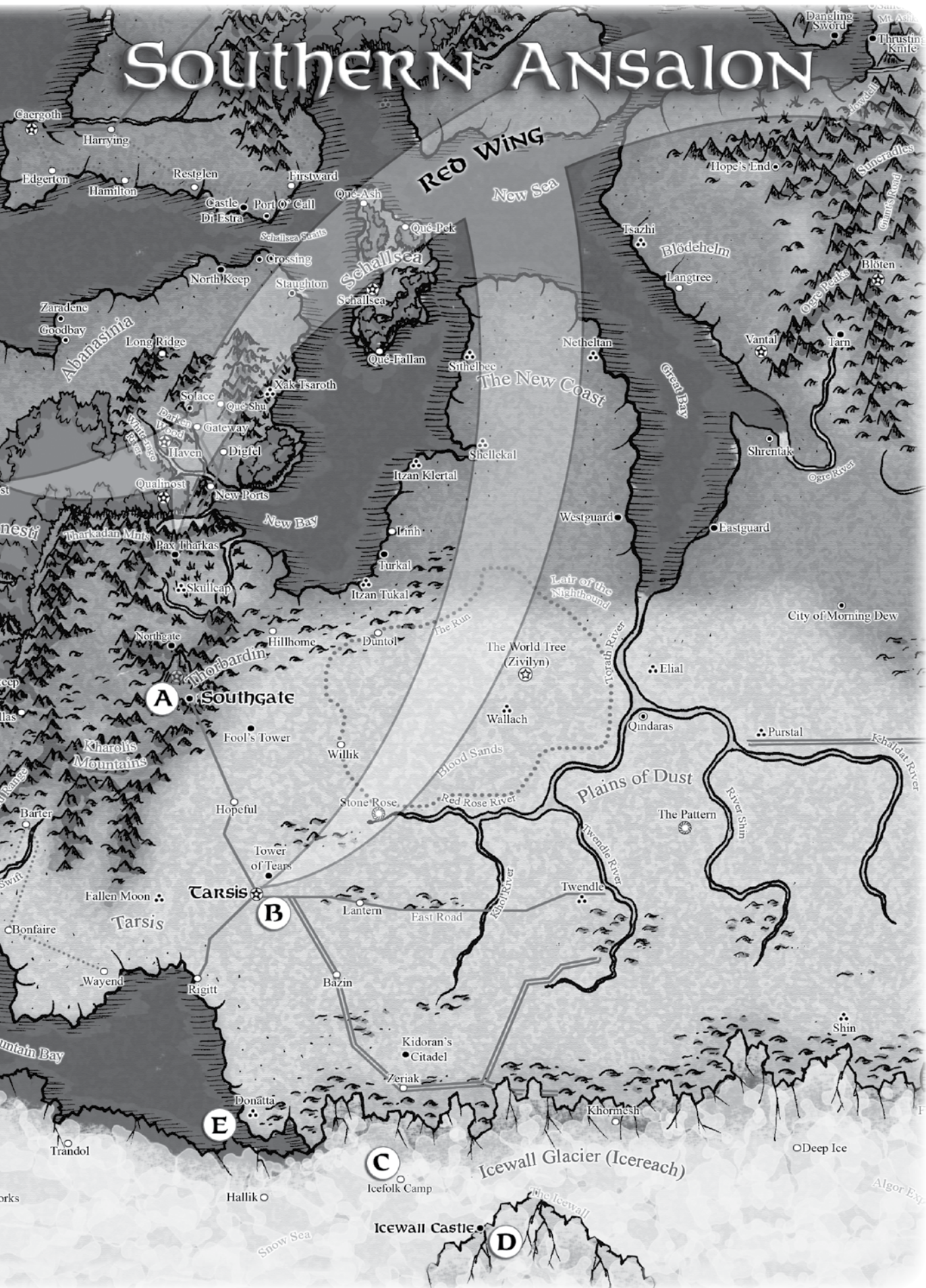
Tarsian Guard: Tasked with keeping order on the streets of Tarsis, the town guard is as likely to stir up a mob against a passing knight as they are to keep the peace; the guard is under the rabble-rousing leadership of **Captain Borll Fenstaff** (CN male civilized human fighter 7): fighter 5 (12), fighter 3 (25), fighter 1 (40); warrior 4 (12), warrior 3 (18), warrior 2 (25), warrior 1 (65), commoner 1 (40 special constables).

Red Wing Contingent: Advance scouts and emissaries of the dragonarmy, promising peace to Governor Waythorn. Hobgoblins: fighter 3 (14), fighter 2 (29), warrior 1 (32); sivak draconians: fighter 3 (4), fighter 1 (2); baaz draconians: fighter 1 (32).





Southern Ansaion





village of Hopeful, followed by a week in Tarsis and a meeting with Governor Waythorn might be rewarding. Use this only if you think you can separate the party into two groups, one of which is the focus of *Dragons of Winter* (and the other of which carries on into *Dragons of Spring*).

IF DRAGONS OF AUTUMN WAS PLAYED

Read or paraphrase the following introduction to this adventure:

The refugees from Pax Tharkas are in the dwarven kingdom of Thorbardin, the safest place for them until the wars are over. True safety will come only with the Dragonarmies' defeat. You came to the port of Tarsis to get passage for the refugees to a safe place far from the conflict. Tarsis, a bustling center of trade and travel during the days before the Cataclysm, was the only hope you had of finding ships for the refugees. But here, as in much of Krynn, things are not as before. The Cataclysm caused the sea to recede forty miles, leaving Tarsis a plains town. Beached ships still lie scattered about the dusty bay. Many have been overturned and are now homes and businesses.

With no hope of sending the refugees overseas, you must attempt to achieve the downfall of the Dragon Highlords. This larger purpose shall guide your actions. The eternal battle between good and evil rages once again and the free peoples of Krynn call upon you to play your part.

Your visit to the City Governor, to appeal for aid and to warn him of events in other lands of Krynn, has convinced you of the futility of expecting help from the Tarsian government. In the Governor's audience chamber you found, much to your surprise, a draconian acting as trusted advisor!

The Knights of Solamnia used to protect this city, but the name of the Knights has fallen into disrepute. You have learned this from a party of Knights who have come from Solamnia, far to the north, to find help in their struggle against the Highlords. Here also you meet Alhana Starbreeze, a princess of the Silvanesti elves who has come from Silvanost to find help for her people, also hard pressed by the dragonhordes.

You, Alhana, and the Knights have banded together after realizing that Tarsis is a dangerous place, offering no hope of aid. Some of your companions remain at the Inn of the Red Dragon with Alhana to discuss plans with most of the Knights, while you and a trio of the Knights wander through Tarsis and beyond, if necessary, seeking knowledge of weapons to defeat the dragonhordes, and advice in your struggle.

Leaving your comfortable quarters at the Inn, you have agreed to meet the others back there in several days.

This beginning divides the party into two groups, as discussed in the **Introduction** chapter. It also simplifies matters, placing the travel from Southgate to Tarsis and the events of the past week in the Lordcity as background rather than game events. Because some of the players may be taking on new characters that are new to this adventure, they will want some time to read over the new character sheets. Let them do this, and then drop them into the action right away with the first scene described under **Things That Happen in Tarsis** (page 19).

IF DRAGONS OF AUTUMN WAS NOT PLAYED

Read or paraphrase this introduction to the adventure for new players:

The world of Krynn is wracked with turmoil. War rages across the land. Evil armies led by great dragons spread outward in a wave of conquest. The people serving the cause of right and freedom grow fewer and fewer with each passing week.

You have all served the cause of good during this war. Your wandering has led you to this city of Tarsis. You met each other while staying at the Inn of the Red Dragon and have become friends. Now draconians, the monster vanguard of the Dragonarmies, have appeared in the streets of this ancient city, and you smell treachery in the air. It seems that Tarsis' days of freedom are numbered.

So far, nothing has stopped the dragonhordes. There are rumors of weapons that might aid your cause—powerful lances that slay the serpents, and mystical orbs that give control over the monsters. But no one has seen these mighty weapons; no one knows where to find them. Somewhere in this beleaguered and gloomy city you must find a ray of hope.

You may want to provide the players with additional information that their characters would know before the game starts. Knights of Solamnia should have some background about their Orders, elven player characters should be informed about the evacuation of Qualinesti with the coming of the Dragonarmies, and so on. This will help to acclimate the players in advance of later events in the adventure, such as those in Chapter Six and Chapter Seven where the heroes explore Ansalon further.

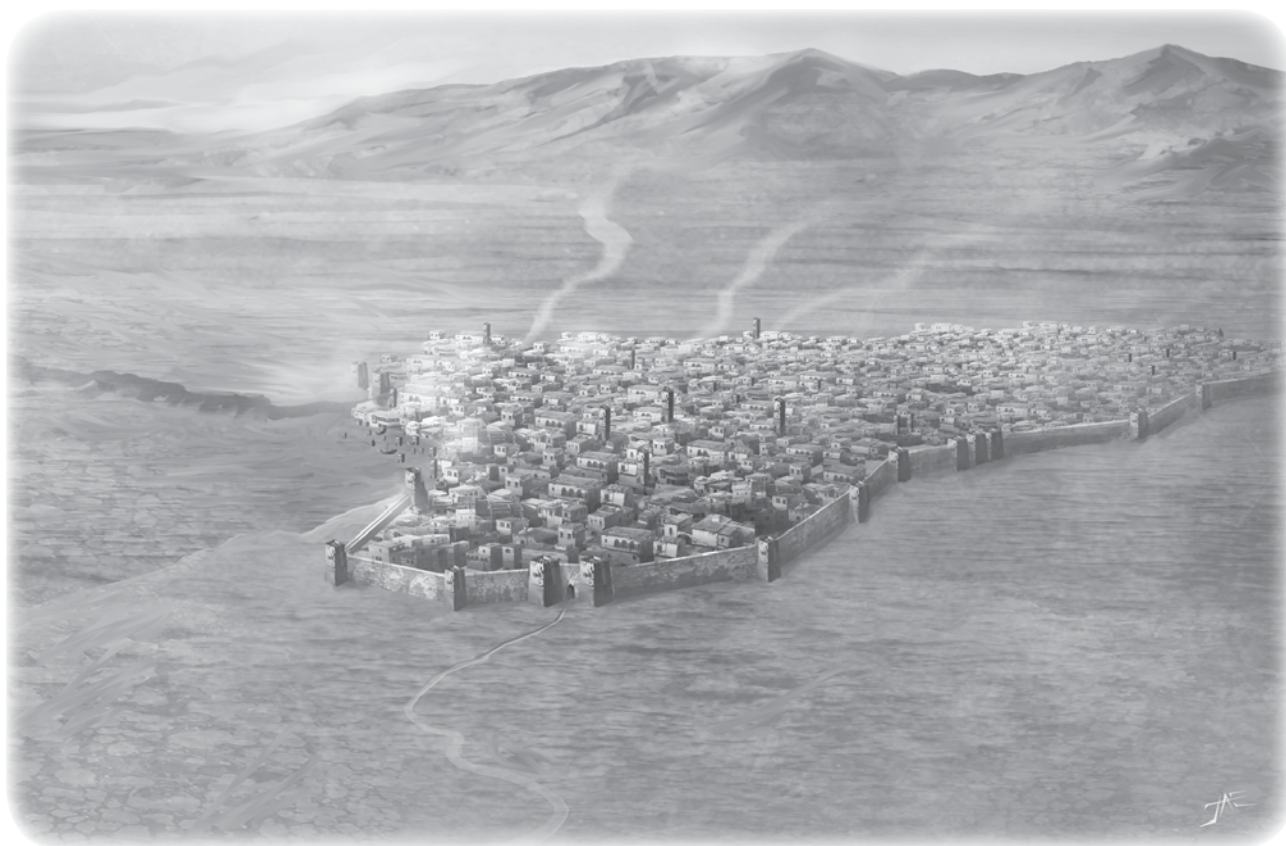
One technique that often works well with new adventures and new characters is to simply drop the heroes right into the middle of something that is already taking place. This is known as starting *in medias res*, and it gets the action going right away. Use the scenes in **Things That Happen in Tarsis** (page 19) to get the game off to an action-packed beginning, and let the more cerebral side of the game wait a little.

Tarsis the Beautiful

- LEGEND -

1. Tarsian Gates
2. Hall of Justice
3. Governor's Palace
4. Library of Khrystann
5. Marketplace
6. Red Dragon Inn





LORDCITY OF TARSIS

Prior to the Cataclysm, Tarsis the Beautiful was a great port city along the Turbidus Ocean. In days of old, fabulous white-winged ships carried goods in and out of the land. When the fiery mountain struck, the blast caused the sea to recede, leaving Tarsis landlocked, nearly 40 miles from the newly formed coast. While ships may no longer be able to sail away, their remnants litter the section of the city known as Lower City. The city's population has dwindled ever since the destruction of the Cataclysm. However, it remains highly populated by the plains standards. The city's inhabitants harbor an intense hatred for the Knights of Solamnia, due to their belief that the Knights could have saved them and somehow prevented the Cataclysm.

The information in this section provides enough to play out the events in Tarsis for this adventure. For more in-depth details about Tarsis and its history, refer to the *War of the Lance Sourcebook*.

FEATURES OF TARSIS

The Lordcity was once a fortified city with a 20-foot high wall (Climb DC 20) surrounding it on three sides. Towers, 50 feet in height (Climb DC 25), were built into the walls, overlooking the three gates in the north, south, and east, as well as other points along the city's boundary. The harbor was the city's only real weak point, featuring a breakwater and little else; after the Cataclysm, this became a much bigger problem since the waters of the harbor retreated 40 miles. The harbor became a dry seabed, and there was nothing to stop an armed force from crossing into the city from the west. A 5-foot tall wall (Climb DC 10) was built along the breakwater

but in time the people of the city realized there wasn't any threat. The money had run out, and there were more important things to do than erect defenses.

Tarsis maintains a token defensive force at all of its gates (see **T1: Tarsian Gates** for more information) although the towers show signs of major disrepair. The streets, buildings, and plazas are similarly showing a lack of attention and proper maintenance. Rubble is piled along the side streets, alleys are blocked off by broken wagons and carts, and vegetation has taken hold of some of the city. For instance, in the Upper City's once-magnificent residential area, there are places where trees have sprouted through the cobblestones, and whole avenues are overgrown with weeds.

Most of Tarsis' population lives around the marketplace (see **T5: Marketplace**) and near the waterfront. A considerable number of people live in converted ships or lean-tos out on the dry harbor bed. The Lordcity has had over three hundred years to get used to this, all out of sight and mind of the rest of the world.

ATTITUDES IN TARSIS

The Lordcity of Tarsis is inhabited by the remnants of a once-great Kharolian city-state, a place of great antiquity and wealth. It is a shell of that now, the bitter reminder of the hubris of the last age. Its people are not as xenophobic as the Silvanesti or insular as the dwarves of Thorbardin, but they know almost nothing of the outside world. They subsist here, trading with small villages in the Plains of Dust, the port of Rigitt, and occasionally with "new" Kharolis to the west. They blame the Solamnic Knights, the mages, the clerics, and any other man or woman of learning for the Cataclysm. Anybody matching these descriptions is automatically looked upon

with suspicion (starting attitude is Unfriendly) while other visitors are greeted with stoic yet cynical welcomes and an Indifferent attitude.

The people of Tarsis have no idea that the Dragonarmies are as dangerous as they truly are. The aurak Gildentongue has promised the Lord Governor much in the way of wealthy opportunities and has dangled the promise of citywide restoration if he cooperates. Lord Waythorn is therefore under the aurak's spell in more ways than one; even if magic were not involved, which it most certainly is, the Dragonarmy's presence has found a sturdy foundation in Tarsis' lost glory. The Dragonarmies are therefore currently given a somewhat positive attitude by the average Tarsian (Friendly), though once it is made clear that the scouts and agents in the city are actually evil dragon-men, this attitude will sour very quickly.

The affluent residents of the Upper City look down their noses at the people who live in the Lower City and along the harbor floor. They have an exaggerated sense of their own importance and hold any threat or whisper of trouble in complete contempt. Once the Red Wing and then Kitiara's Blue Wing attack the city, these well-to-do citizens will panic. The Lower City folk are far more pragmatic, and as such will maintain a stronger sense of composure once the Blue Wing arrives. It is they, not their wealthier neighbors, who stand a chance of bringing Tarsis into the modern era, so long as they survive the War.

PEOPLE TO MEET IN TARSIS

The following individuals are central figures in the Lordcity of Tarsis. Use this information to guide you in handling any interaction with the heroes or to inform you of how they might be acting behind the scenes.

LORD HARKOL WAYTHORN, GOVERNOR OF TARSIS

LN male civilized human warrior 7

The Lord Governor is not a strong-willed man, and has been unable to resist the subtle and persuasive overtures of Gildentongue. He means well, but has failed to see what is going on around him because of his obsession with reclaiming the past. He should be played as a lost and tragic figure that will very likely not see the war's end; his replacements will no doubt learn from his mistakes. In the meantime, he keeps the Lordcity's loose council of lords busy with promises and pay-offs, so they leave him alone while he spends most of his days listening to the poisonous words of Gildentongue. *Starting Attitude:* Indifferent.

GILDENTONGUE, DRAGONARMY EMISSARY

LE male aurak inquisitor 4

This sly and crafty draconian is a spy and agent of the Dragon Highlords, sent by Ariakas to assist in smoothing over the relations between the Red and Blue Dragonarmies. At this point in the adventure, Gildentongue's primary responsibility has been to negotiate with the Lord Governor of Tarsis, in expectation of the eventual arrival of the Red Highlord. With Verminaard's death, however, and the shift in power (albeit temporary) to Toede, Gildentongue has decided that it may be time to move on. It is Gildentongue who apprises Kitiara of the situation in Tarsis. If he lives, which is likely since he avoids combat if possible, he will go on to govern the town of Flotsam far to the east until Toede is transferred to the

Black Dragonarmy. Gildentongue likes to take several forms, including (but not limited to) a simple farmer, a stupid ogre, a golden-haired maiden, a lanky urchin, and so forth. *Starting Attitude:* Unfriendly.

STEWARD PORKALL FRENBUSTER, UNION LEADER

N male civilized human master 5

Steward Porkall is a surly and gruff individual who has climbed his way to the top of the various mercantile unions in Tarsis and is poised to challenge the city's lords for their refusal to expand trade to the north and west. With the arrival of the Dragonarmies, Steward Porkall sees that the Lord Governor has been quickly swayed by these new outsiders, but can't deny the possibilities of a new trade arrangement. If he is convinced of the danger of an alliance, Steward Porkall will lead the other union leaders and merchants in an uprising, although it could be too late for that when the Blue Wing sweeps into the city. *Starting Attitude:* Indifferent.

BORLL FENSTAFF, CAPTAIN OF THE TARSIAN GUARD

CN male civilized human fighter 7

The captain of the Tarsian Guard has his hands tied. For years, his job was easy; few attacks took place from outside the city, and day-to-day oversight of the petty crime and minor disturbances in the Lower City rarely bothered him. In the last few months, however, everything has changed. Borll fears these new dragon-men, and doesn't trust any army that would include hobgoblins. The Lord Governor seems to have made an agreement with them, however, and so Borll does his best to follow orders. If given a good excuse, however (such as the invasion of the city by the Blue Wing), the captain of the Tarsian Guard can be convinced to question the authority of his superiors. *Starting Attitude:* Indifferent.

LILLITH HALLMARK

NG female civilized human master 9

The cheerful and competent Lillith Hallmark hails from Palanthas, fourth daughter of the noble Hallmark family and trained from a very young age as an Aesthetic at the Great Library. Her superior, Bertrem, charged her with a mission of some importance—protect the Library of Khrystann from any threats in this dangerous time, and assess the collection of the library for volumes or scrolls of interest. She has managed to get along just fine in Tarsis for the past few months, assisted by a handful of other Aesthetics, and has catalogued about a third of Khrystann's collection of dusty old tomes. If given a day, she can locate something about almost any subject in the library, even in books she has yet to properly examine; the heroes may need her help in uncovering any secrets in the Library's ancient books. See area T4: Library of Khrystann for more details about Lillith and the library. *Starting Attitude:* Friendly.

PLACES TO VISIT IN TARSIS

The following entries correspond to keyed locations on the Tarsis map.

T1: TARSIAN GATES

The gates to the Lordcity are located in the north, east, and southern sections of the 20-foot wall that surrounds the landbound section of Tarsis. The wooden gates are enormous,



each of them 15 feet in height, and bound in iron; they are always open during the daylight hours. At night, the gates are drawn closed and barred. Towers flank each pair of gates, with narrow windows that provide an excellent view of any visitors and allow for guards to loose crossbow bolts at potential city invaders. Because nothing of the sort has happened in over two hundred years, the Tarsian guard uses the towers mainly for sleeping in or storing supplies.

Creatures: Each gate has two or more guards at any one time. The north gate, which is also the busiest, has six guards at all hours of the day or night. The east gate has four during the day and three at night, while the southern gate, known as the Harbor Gate, has three guards during the day and two at night. In the event of a ruckus, another six guards can arrive at any given gate in 1d4 minutes (see **Random Encounters** on page 17 for more information). The guards at the gates are all bored, cynical, and in various states of depression or fatigue. Even with the rumors of strangers in the city, they are fairly easily bluffed (Sense Motive result of 10) and can be paid off with a handful of steel coins. They are more alert when it comes to visitors who look as if they are wizards, knights, or priests, but compared to the patrols within the city the guards at the Tarsian Gates are downright lazy.

☞ **Tarsian Guards (2 to 6):** hp 38, see page 173.

Development: Once the Dragonarmies attack the city (see **Things that Happen in Tarsis**), a force of draconians is posted at each of the three gates. These are kapak skirmishers from the Blue Wing. Each gate is blocked by a dozen of the draconians, which will mean that the heroes have to find some other means of getting out of the city (such as the harbor).

T2: HALL OF JUSTICE

This ugly brick building is located near the Marketplace and is used by the Lords of the city for all trials and court functions. Its hallways are dark, its floors rarely cleaned, and the various offices and courtrooms are smelly and cramped. Before the Cataclysm, this was just a minor solicitor's office building, but all of the larger and more important civic buildings are now closed, ruined, or otherwise abandoned. The city's only functioning jail is located in the basement of the Hall of Justice, a row of eight cells with barred doors equipped with average locks

Cell Door: hardness 5, hp 30, Break DC 25, Open Locks DC 20.

Creatures: Since the city's legal system operates only out of this building, there are a lot of guards posted, but they are routinely bored. Visitors will frequently be harassed by the guards, who seek to break the monotony. All of the guards have keys that open the jail cell doors, although the main reason for this is so that one guard can't lock another one in the cells for fun.

☞ **Tarsian Guards (8):** hp 38, see page 173.

Development: If the heroes are apprehended, arrested, or otherwise brought in by the Tarsian guards, this is where they'll be taken. They will be locked in separate cells, although all the female heroes will be given the same cell. After 24 hours, they'll be taken upstairs to face one of the magistrates that work for the Council of Lords, who usually sentences them to another week in the cells for a minor disturbance, or as long as three months for something more substantial.

Murder or treason are both crimes punishable by death, and executions take place one week from sentencing. With any luck the heroes won't be in Tarsis long enough to worry about that!

T3: GOVERNOR'S PALACE

The palace of the Lord Governor of Tarsis, Lord Waythorn, is a four-story mansion with towers at each corner. All of the remaining noble families in Tarsis live in the building, which is very well guarded. Located adjacent to the Central Plaza, the Governor's palace has only one entrance and any visitors must formally apply for audience. Even if the Governor is in residence when the visitors arrive, it will take a DC 30 Diplomacy check even to see him on the same day. At the start of the adventure, the heroes have already been to the Palace once (on the previous day) and sought an audience with the Governor, which did not end well; they discovered that the Governor was being advised by a draconian and the heroes barely managed to escape arrest. They will not have as much luck on the second attempt! See **People to Meet in Tarsis** for more information about the Lord Governor and Gildentongue the aurak.

Creatures: Along with the Governor and Gildentongue, the key individuals here in the palace are the standing force of Dragonarmy soldiers. Most are dressed in Tarsian colors, although they belong to the Red Dragonarmy and can reveal this by tearing off their tabards. They will attempt to subdue or incapacitate the heroes if they return.

☞ **Lord Harkol Waythorn:** hp 50, see page 167.

☞ **Gildentongue:** hp 114, see page 167.

☞ **Sivak captain:** hp 51, *Dragonlance Campaign Setting*.

☞ **Baaz soldiers (6):** hp 39, see page 170.

☞ **Hobgoblin soldiers (12):** hp 39, see page 171.

Treasure: The Lord Governor is a wealthy man, but it's unlikely the heroes will be visiting the Palace seeking riches. If they do, for some reason, the heroes may find Lord Waythorn's prized heirloom, a jeweled +2 *shock scimitar* named the *Kharolian Moon* that he keeps locked away from Gildentongue (Open Locks DC 35).

Development: Once the city is attacked by the Blue Wing of the Dragonarmies, the Palace is completely overrun with kapak skirmishers (30 of them, see page 172). The new arrivals are accepted by the hobgoblins but they don't get along too well with the baaz who are already present, resulting in more than a few tense situations and even some brawls. Of course, all draconians will band together to oppose the heroes, especially if there are Knights of Solamnia involved.

T4: LIBRARY OF KHRYSTANN

This is one of the few surviving academic institutions in the region, and it is hard to find; its location is not secret, but few Tarsian residents care to frequent it. The Library is entirely underground, accessed by a secret entrance in an alleyway between rows of abandoned buildings in Upper City. Acquiring the Library's location without any additional assistance requires a DC 20 Gather Information check.

Once at the site, a DC 20 Search check will reveal the flagstone that, when pressed, causes a section of wall at the end of the alley to slide across and revealing a second door marked with the Scales of Balance and the Book of Gilean. A DC 15 Knowledge (religion) check, or a DC 25 Search

check, will provide the means of opening this door (pressure-sensitive switches). Once the inner door is open, it reveals a narrow and winding staircase. At the bottom of these stairs is the Library's huge entry chamber, and beyond this are row upon row of shelves filled with ancient tomes.

Creatures: The Library is not unattended. **Lillith Hallmark** (NG female civilized human master 9), an Aesthetic from the Great Library of Palanthas (see **People to Meet in Tarsis** for more information) guards the many thousands of books here under orders from Astinus. She will be more than happy to assist the heroes in finding the information they need about the *dragon orb* (see below) or anything else that her Knowledge skills might cover.

∞ **Lillith Hallmark:** hp 25, see page 168.

Development: There are literally thousands of old and crumbling volumes in here, most in languages forgotten in this modern day and age. If the heroes did not play through *Dragons of Autumn*, or if they did but they never acquired the *glasses of Arcanist* from Derkin's Tomb in **Chapter 4**, then these magical spectacles are here (see the *War of the Lance Campaign Sourcebook* page 52 for details). If the heroes wish to take the *glasses* with them, they will have to improve Lillith's attitude to Helpful (from Friendly) and give her something in return.

Looking for information about weapons to defeat the dragons, *dragon orbs*, or dragons in general takes 6 hours, -2 if Lillith is helping and -2 if the glasses are used. The heroes will turn up a reference to magical crystal orbs created by the Wizards of High Sorcery in the Age of Dreams, housed for a while in the Towers before the Kingpriest of Istar declared those Towers to be unholy places. Of the five orbs that were created, only one is mentioned in the book as surviving, stolen from Wayreth by an elven wizard named Feal-Thas. Its last known location was far to the south of Tarsis, a region known now as Icewall Glacier. Sketchy directions to Icewall can be gathered from anybody in Tarsis.

Treasure: In addition to the *glasses* and books, the heroes may uncover three divine scrolls marked with the infinity symbol of Mishakal (each inscribed with 4 *cure critical wounds* spells, CL 12th) and two arcane scrolls bearing the red moon mark of the Order of Red Robes (one with two *greater invisibility* spells at CL 11th, and the other with *mass enlarge person*, *mass reduce person*, and *rainbow pattern*, CL 10th). Lillith will allow the heroes to take these scrolls if they haven't given her cause to distrust or suspect them.

T5: MARKETPLACE

Important Rules: Appraise and Diplomacy skill (see **Chapter 4: Skills** in the *Player's Handbook*); Goods and Services (see **Chapter 7: Equipment** in the *Player's Handbook*)

This area, a maze of stalls and booths in dozens of colors and in all sizes, is in terrible shape. Three quarters of the booths are abandoned, and many cottage industries or trades have only one family taking care of that niche. It can take some time to wander through the entire marketplace to locate a specific item, but most items listed in the *Player's Handbook* should be available here. Prices are twice that listed in the PHB, however, as a result of the depressed economy and the hundreds of monopolies. Although some of the merchants can be talked down with sufficient haggling or bargaining,

they won't go any lower than 1 1/4 the listed price in the PHB unless the heroes are locals. Some merchants are also prone to passing off certain goods as masterwork or even as completely different goods; you may call for Appraise checks if the heroes spend any longer than an hour shopping in the marketplace, with failure resulting in items or goods that are only half as good as they should be, incur a -1 penalty to relevant checks, or are spoiled.

Development: Heroes who seek out the Mercantile Union with a complaint will run into **Steward Porkall Frenbuster** (see **People to Meet in Tarsis**). If they can convince him they are honest folk and eager to help the city rid itself of its ills, the Steward may become an ally for them in the city (and convince the merchants to replace any poor quality merchandise). Once the Blue Dragonarmy attacks the city, the Marketplace will empty of vendors and patrons alike.

T6: INN OF THE RED DRAGON

This is the only inn in Tarsis willing to open its doors to strangers, especially since the arrival of the Dragonarmy. It is a large, three-story building made of stone and wood, with a spacious common room and kitchen on the first floor, about twenty guest rooms on the second floor, and a brick cellar containing a dry pantry. The Knights of Solamnia the heroes met prior to the beginning of the adventure have rooms here, under false names; the heroes, too, are quartered here unless other arrangements have been made. The Inn won't play much part in the adventure until the scene in which it is struck by dragonbreath (see **Things that Happen in Tarsis**, p 19) but if you have decided to play out some of the events leading up to the adventure start or otherwise make changes to the course of the adventure, the Inn will be one of the key locations for the heroes to meet and gather.

Inn prices are double that of the listed costs in the *Player's Handbook*, not only because of the depressed economy but because the innkeepers are "looking the other way" when it comes to who stays in their guestrooms. If the heroes complain or raise the issue with the innkeepers, they may attempt a DC 20 Diplomacy check to lower the costs to 1 1/2 of the costs instead—or they can try to find lodging somewhere else.

Development: Once the Blue Dragonarmy attacks the city, the Inn of the Red Dragon will be uninhabitable (it is destroyed in the attack). The innkeepers, for their part, manage to escape; the heroes who were staying here while the others were out in the city will show up in *Dragons of Spring* with Alhana Starbreeze.

d%	Encounter	Average EL
01-10	Fortune teller	—
11-25	Dragonarmy patrol	10
26-40	Thieves	9
41-55	Unruly mob	8
56-75	Drunken toughs	9
76-90	Tarsian Guard	10
91-00	False prophet	—

RANDOM ENCOUNTERS in TARSIS

Although Tarsis is a shadow of its former size, there are still many opportunities for encounters within the Upper and Lower city areas. These are dangerous times, and the Dragonarmies have infiltrated Tarsian society. Check for an encounter each hour the heroes are out and about in the Upper City; there is a 20% chance that the heroes will encounter something in the daylight hours, and a 30% chance at night. Add 10% to the chances for encounters if the heroes are moving about in the Lower City.

FORTUNE TELLER (EL —)

A fortune teller gives the heroes mysterious insights into their personal futures—or does she?

The Situation: The heroes are approached by a rotund woman in garishly colored clothing who claims to be able to read their fortunes. She employs a set of worn and dog-eared playing cards, known as the Talis, and asks for a trifling amount of compensation for her services. The fortune teller has the following useful skills: Bluff +12, Diplomacy +10, Knowledge (arcana) +6, Perform (oratory) +10, Sense Motive +12. She doesn't intend to swindle the heroes but a Sense Motive check against her Bluff will reveal that she doesn't have complete faith in her own talents.

Development: Any hero that takes the fortune teller up on her offer must cross her palm with steel. She asks 30 steel pieces per reading, which will take up 10 minutes of mysterious insights, dubious quotes from ancient Tarsian astrology texts, and the like. A DC 25 Knowledge (arcana) check informs the heroes that the sources she cites are accurate but her application of them is flawed.

Despite the questionable nature of the fortune teller's readings, any hero who pays her to read their futures in the Talis deck and believes that she knows what she is doing may add a +2 morale bonus to a single skill check, ability check, attack roll, or saving throw within the next 24 hours. Heroes who suspect the fortune teller of being a fraud will not receive this bonus.

DRAGONARMY PATROL (EL 10)

This encounter brings the heroes into a potential conflict with familiar foes.

The Situation: The Red Wing of the Dragonarmies has taken control of the city, and conducts routine patrols. While it is no secret that they are draconians, they don't wish to draw too much attention to themselves and thus patrols include some heavily cloaked and hooded baaz. The shape-shifted sivak captains have been ordered to conceal their own identities by Dragonarmy command so they masquerade as Dragonarmy officers. The remainder of the patrol consists of a number of hobgoblin soldiers who swagger and jeer at the locals. The patrol stops any suspicious looking groups, especially any that seem to be wearing the armor or insignia of the Knights of Solamnia, and it doesn't need much provocation to start a fight.

Creatures: A typical patrol consists of four hobgoblin soldiers (LE male hobgoblin warrior 6), two baaz soldiers (CE male baaz fighter 2), and a sivak captain in the guise of a human (NE male sivak). All but the baaz wear the red

uniforms of Red Dragonarmy troops; the baaz are heavily cloaked and wear thick gloves to hide their features (Spot DC 15 to recognize this common baaz disguise).

☞ **Sivak captain:** hp 51, *Dragonlance Campaign Setting*.

☞ **Baaz soldiers (2):** hp 39, see page 170.

☞ **Hobgoblin soldiers (4):** hp 39, see page 171.

Tactics: If a fight breaks out, the baaz spend the first round encumbered by all of their heavy cloaks and fight at –1 to their attack rolls and –1 to their Armor Class. As a move action, they can throw aside these cloaks and fight normally, which is what they will do on the second round, once they realize the disguises are no longer needed. The sivak will remain in human form until he is killed, at which point he will take on the form of his killer. As this may be the first time the heroes have encountered a sivak, it should come as quite a shock to them.

The hobgoblins will carry the battle for the most part, trying to surround the heroes if possible and use flanking to increase their chances. Once half of their number is killed, however, the hobgoblins will beat a hasty retreat and withdraw.

Development: Defeating this patrol speedily will not lead to any consequences later for the heroes, but if any of the members of the patrol escape then all future random encounters will be with a Dragonarmy patrol. Each successive patrol will increase in size by 2 baaz and 4 hobgoblins. The mystery of the sivak, who at no time will appear in his true form, will have to wait until later (Chapter Six, in fact.) Clever use of spells such as *true seeing* will tell the caster that the creature is a draconian of some kind, but not one they have previously met.

THIEVES (EL 9)

One of many groups of rogues and scoundrels that attempt to accost the heroes.

The Situation: This encounter takes place in a city street, with lots of cover and preferably an alleyway or two to run into. It may even start in the middle of a crowd. The thieves (NE male and female civilized human rogue 4) aim to lift any choice items or purses from the heroes, with two of them doing the deed while the other six remain within 30 feet of their companions.

Creatures: There are six thieves, greedy scoundrels all. They are the urban equivalent of bandits.

☞ **Thieves (6):** hp 18, see page 174.

Tactics: Two heroes will be targeted at a time, each round, and as soon as a hero notices the pick-pocketing the group will move in to attack. They favor flanking and feint attacks, for the most part, and will attempt to pick off weaker-looking characters first.

Development: If three or more of them fall to the heroes' attacks, the remainder will try to retreat, scattering in all directions.

Treasure: Incapacitated or killed thieves can be searched, which produces a number of already lifted purses (each with no more than 2d6 steel pieces and a handful of copper coins). A DC 25 Gather Information check and several hours of walking around the city will allow the heroes to return the stolen goods to the Tarsians who lost them. This act earns them a +2 bonus to all Charisma-based skill checks for the remainder of their stay.

UNRULY MOB (EL 8)

A crowd of angry, belligerent citizens and townsfolk.

The Situation: This encounter could take place anywhere, though always in an outdoor setting. The trigger for the mob can vary; as a single entity, so to speak, it may be influenced or affected by crowd control methods or even a kender's taunt. The mob may already have a purpose (attack Upper City, find and beat up any Solamnics, bring down the Governor's Palace) or the heroes may inadvertently create the mob through their actions.

Creatures: One mob of humans, ready to trample and overturn anything that gets in its way.

☞ **Unruly mob:** hp 135, see page 175.

Tactics: The mob doesn't really have tactics other than to swarm an opponent. If the heroes use magic or cause widespread damage, the mob will back off eventually, but it's just as likely that any spellcaster will be singled out and charged.

Development: Award the heroes full experience if they defuse the situation that created the mob or otherwise deal with the angry humans in a peaceful (or diplomatic) manner.

DRUNKEN TOUGHS (EL 9)

The heroes run into a group of inebriated locals.

The Situation: This encounter takes place on the same street as a bar or tavern, or perhaps inside such an establishment. These toughs were once Tarsian Guards (N male civilized human fighter 5), thrown out for their alcoholism. Now they spend their time drinking heavily and picking fights.

Creatures: Four ex-Tarsian Guards, very much in their cups. Their drunk state gives them a +2 morale bonus to Will saves, DR 1/—, and a +1 to melee damage. However, it also gives them all a 20% miss chance and a –2 penalty to AC.

☞ **Tarsian Guards (4):** hp 38, see page 173.

Tactics: The toughs are not sophisticated opponents. They lay into anybody close, calling out insults; they will team up to take down an armored opponent, such as a Knight of Solamnia. As soon as two of them are taken down by the heroes, the remaining toughs beat a hasty retreat.

Development: If the heroes bring one of these toughs before the Tarsian Guards, they will be rewarded for turning them in. From this point on, the heroes will not be bothered by Guard patrols, and any nearby Guards will aid the heroes against draconians and other Dragonarmy forces if they are attacked.

TARSIAN GUARD (EL 10)

This is a routine encounter with the city's foremost defenders.

The Situation: An encounter with the Tarsian Guard may occur anywhere. The Guard maintains patrols throughout the Upper and Lower sections of Tarsis, and intervene when there are civil disturbances. Each patrol consists of six Tarsian Guards (N male civilized human fighter 5), who while jaded and somewhat cynical (they refer to Tarsis in somewhat sarcastic terms as "our fair city") are yet fiercely proud of the place they call home. If this encounter is generated, the heroes have drawn the attention of the Guard, who will stop them to ask questions.

If the party includes Knights of Solamnia (or anyone wearing the insignia, armor, or other distinctive traits of the Knights) the Guard will ask them their business in the city. If they don't like the answers, the Guard may harass the heroes for a few minutes and draw a crowd. See **Attitudes in Tarsis** for more information about the pervasive feeling towards Solamnics. The Guard is also instructed to look out for wizards, priests, and other robed or scholarly individuals, for these are considered to be potential threats to peace as well. The heroes should be able to bluff these guards; the Guard is somewhat lazy and its members don't want to bring anybody into custody unless they have to, which is why they like to make the citizens of Tarsis do their work for them.

Creatures: Six Tarsian Guards, in an inquisitive mood. They won't attack unless provoked, which can mean anything from being attacked first to being taunted by a kender.

☞ **Tarsian Guards (6):** hp 38, see page 173.

Tactics: If the Tarsian Guards are forced into combat, they adopt their standard routine of pairing up to incapacitate or stun their opponents. If they drop a player character, they will not finish him off; they won't use lethal force if they can avoid it. Of course, if one or more of them are killed by the heroes, all bets are off, especially if there are Solamnics involved.

Development: Fighting the Tarsian Guards, or running from them if confronted, will mean that the next random encounter generated in the city will automatically be Tarsian Guard. In addition, most public locations will be warned within an hour of the heroes' activity, and each place will be staffed by at least four or more Guards with an unruly mob of locals just itching for a fight (see "Unruly Mob" under **Random Encounters**, page 17.)

FALSE PROPHET (EL —)

The heroes meet one of the many charlatans claiming to have knowledge of the gods.

The Situation: This encounter takes place in any open, public area, where there is a crowd. If the heroes aren't in such a location, they might hear the false prophet preaching from several streets away, as his shrill voice carries in the late autumn air. The man is dressed in garish yellow robes and carries a staff; he has no obvious armor or weapons, and no symbols of any faith the heroes know of from the *Disks of Mishakal*. His sermons are scathing attacks upon the people of the north, the greedy and avaricious cowards of Solamnia and Ergoth who brought suffering to the people of Kharolis and Tarsis in particular.

Development: If the heroes approach or stand in the crowd to watch the man, he singles them out as outsiders unless they have successfully acquired local disguises. If any are Solamnic Knights, wizards, or clerics, and have not made an effort to hide the fact, the false prophet will point a bony finger in their direction and shout, "There! There they are! Villains from the north!" This will trigger an "Unruly Mob" encounter (see **Random Encounters** on page 17.)

Variations: You may choose to have the heroes meet the false prophet or another of his ilk alone, without the benefit of the crowd, as a means of generating some role play from the Shepherd or any other cleric character. This might serve as a good alternative to what could otherwise be yet another mob

CALENDAR OF EVENTS

Like many stories, and indeed like the novels in the *Chronicles* trilogy, time sometimes passes between one chapter of the story and the next. The following timeline describes the key events that lead up to the beginning of this adventure. You may choose to play out some or all of these events, or use them as a guide to explaining what the heroes have been doing in the past two weeks between *Dragons of Autumn* and *Dragons of Winter*.

Day 1: The heroes arrive in Tarsis after completing a rigorous journey from the dwarven kingdom of Thorbardin. The city is quiet and seems nearly deserted. The heroes rent several rooms on the second floor of the Inn of the Red Dragon.

Day 2: The heroes are stunned to see draconians walking openly in the streets. The people of Tarsis seem not to notice them. The heroes realize that Tarsis is not deserted; the city just has far fewer people than other cities of the same size.

Days 3 through 5: The heroes attempt, unsuccessfully, to get an audience with the Governor. It becomes apparent that the people of Tarsis are unaware of the events transpiring elsewhere in Ansalon.

Day 6: The heroes finally meet the governor of Tarsis. They discover that a draconian named Gildentongue is his trusted advisor and that he has forged an accord of neutrality with the Red Dragonarmy. The heroes barely escape arrest. They meet Alhana Starbreeze, a Silvanesti elf, who has come to Tarsis seeking aid for her besieged land far to the east.

Day 7: A band of the Knights of Solamnia, lead by Lord of the Rose Derek Crownguard, reveals themselves to the heroes. They seek a means of combating the Dragon Highlords. Some of the heroes accompany Alhana and most of the Knights to the Inn of the Red Dragon to exchange information and consult on possible courses of action. Three of the knights, including Derek Crownguard accompany the rest of the heroes as they explore the city and look for sources of aid.

battle. The false prophet may even be a likely candidate for conversion to the faith of the true gods, making him Tarsis' first cleric.

THINGS THAT HAPPEN IN TARSIS

The following scenes happen more or less in order, beginning with the opening scene for this adventure.

THE OLD MAN [EL —]

This is the opening scene, which takes place immediately after you have read the appropriate introduction to the players. The heroes are all together in the streets of Tarsis. Read or paraphrase the following:

An old man clumps toward you, leaning heavily on a bent and worn staff.

"You there!" he wheezes. "I have something to tell you!" He hobbles forward unsteadily.

The Situation: If you have been running the *Dragonlance Classics Campaign* from the beginning, the old man in this scene is the same one as the old storyteller in the Inn of the Last Home, back in Solace (**Chapter One: Despair**). He also bears a passing resemblance to Fizban the Fabulous, the crazy old wizard the heroes met in **Chapter Two: Fire**. You should play him as being somebody the heroes find strangely familiar, but don't give it away unless the players ask you directly.

Assuming the heroes don't run off or avoid the old man, he continues to talk to them:

"You seek knowledge, and I know where you can find it! An old library has been gathering dust under this city for centuries. There you will find what you seek...the knowledge of the road you must take from here! Follow!"

The old man leads the heroes to the alleyway of **T4: Library of Khrystann** (page 16). It doesn't look like much, he says, but at the far end of the alley is a secret door in the wall. He informs them that beyond the door, they will encounter the "young warden of the Library" and to pay all the appropriate respect. He is in fact referring to Lillith, though the heroes may believe that he is talking about some kind of sentinel or monstrous guardian.

Development: The old man does not accompany them down the alleyway; he says he needs to be on his way and get out of town while there's still time. If questioned about this, he wheezes and merely says he has pressing business elsewhere and can't stand around all day. With that, he heads towards the nearest gate to the city, lost in the bustling crowds in due course.

Refer to **T4: Library of Khrystann** on page 16 and the notes on Lillith Hallmark on page 15 for more details about entering the Library and meeting its "warden," as well as recovering the information they need.

panic in Tarsis [EL 12]

This scene takes place immediately after the heroes leave the Library of Khrystann. You might also use it if the heroes decide for some reason to head back to the Inn of the Red Dragon without going to the Library (in which case it leads directly to "The Fall of the Red Dragon Inn"), or if you otherwise want to kick off the attack upon the city. Read or paraphrase the following:

A harsh wave of noise crashes inward as soon as the door is cracked open even slightly. High-pitched screams, the pounding of hooves, the terrified bleating of animals, and a child's voice crying shrilly all assault the ears.

Outside, a heavy overcast sky presses upon the city, muting the daylight to a dull gray. Several pillars of smoke snake skyward, grim indicators of trouble in Tarsis.

Out of the bedlam, a few voices, shrill with hysteria, can be distinguished. They are screaming things like: "The governor has turned to evil!" "The city is betrayed!" "Dragons are coming!"

The Situation: The city erupted in panic when draconians suddenly appeared in the streets and occupied all the wall towers and gates. While the Red Wing's draconians have been in town for some time, they have largely stayed out of sight. The draconians of the Blue Wing have no such subtlety. Dragons have been sighted by the terrified population, but none are visible to the heroes at the moment. If they stop to ask one of the citizens about the dragons, they will be told that all of the dragons seen thus far have been blue.

Development: This scene marks the turning point in Tarsis. From now on, Blue Dragon Highlord's kapaks are everywhere (see **The Fall of the Red Dragon Inn** on page 21), and control of the Red Wing has been turned over temporarily to her for the purposes of seizing control of the city. Read the following text at some point when the heroes are out in the open or otherwise able to see the sky:

The panic of the crowd takes on a new edge of hysteria as a grim shadow passes overhead. Gliding low over the city, a blue dragon soars with insolent grace. Dark, possibly blue, armor gleams from the rider on the dragon's back; as the wyrm banks through a turn, a wave of black hair can be seen trailing from the Dragon Highlord's helmet.

Ignoring the bedlam that its passage creates, the serpent heaves its leathery wings and climbs to the level of Tarsis' tallest tower. Here it alights, eyeing the city with disdain. The slight figure of the rider is visible next to the monster. The face is hidden by the grotesque mask typical of the conquerors.

This isn't intended as combat encounter, merely a foreshadowing of events to come (both in the short and long term). If the heroes attempt to attack or assault the Highlord or the dragon, they fly away. However, you should double the number of kapaks that attack the heroes in later scenes. You might also decide to throw an unruly mob at them (see **Random Encounters**, page 17) especially if they haven't encountered one of these yet. The mob is afraid of the dragon, panic-stricken, and is mainly lashing out at anything keeping them from the gates.

THE FALL OF THE RED DRAGON INN [EL 14]

Run this scene when the heroes return to the Inn of the Red Dragon, following the arrival of the Blue Dragonarmy to Tarsis. Read or paraphrase the following:

The hysterical throngs make travel through the streets of Tarsis difficult, but finally the Inn of the Red Dragon comes into sight. The wide plaza before the inn is nearly empty, in stark contrast to the crowded thoroughfares encountered elsewhere.

Suddenly the reason for this becomes apparent, as a streak of blue flashes across the plaza. With a loud *crack*, a bolt of lightning flashes from the shape overhead. Boards and stone erupt from the second floor of the inn as the breath of a blue dragon wreaks destruction.

Another crack, and another, follows in quick succession as a flight of blue dragons wheels majestically overhead, raining destruction down on the ancient building. Soon, the Inn of the Red Dragon is reduced to a blazing inferno, flames licking eagerly skyward from the rubble.

Suddenly, the dragons wheel in formation, and struggle to gain altitude. Beyond them, approximately a dozen creatures can be seen flying steadily to the east. In a few minutes, the dragons and their airborne quarry are out of sight.

The Situation: Although the blue dragons have destroyed the inn, the heroes' companions are safe. Alhana Starbreeze has initiated their rescue from Tarsis and they are now headed east towards far Silvanesti. Their story continues in *Dragons of Spring*.

Creatures: Four adult blue dragons are involved in the attack upon the inn and the pursuit of the remaining Heroes of the Lance that were staying there. Even one of these dragons is probably too much for the heroes to deal with, but their statistics are provided in the **Appendix** in case the heroes manage to coax one out of formation and back to the burning inn. Two or more dragons present a significant danger to the heroes and should be avoided.

∞ **Adult blue dragon:** hp 241, see page 170.

Tactics: These blue dragons have made use of their lightning already, but upon an attack they should have had time to gather their potency once more. The blues lead with breath weapons, followed by a charge attack. They already have *bull's strength* and *cat's grace* active, although these spells will only last for an additional 1d4+4 rounds into the combat. If the heroes appear to be gaining the upper hand, the blues will fly off to gather reinforcements in the form of kapak skirmishers (see **Development**), though the heroes will likely be long gone.

Development: Have the heroes make Spot checks (DC 20). Each successful check the heroes make earns them one additional piece of information:

1st check—The dragons are chasing griffons.

2nd check—The griffons bear human-sized creatures on their backs.

3rd check—The character on the last griffon has a (insert distinguishing feature of one of the escaping companions, such as a shock of blonde hair, flapping red robes, etc.)

If the heroes stay in the courtyard near the inn for more than a couple of minutes, they will attract a band of 1d4+2 kapak skirmishers (LE male kapak ranger 1) looking to make sure the job is completed. Attacks like this are going on throughout the city upon landmarks and notable places that could hide the heroes. Captured kapaks will inform the heroes under duress that they are specifically looking for Solamnic knights.

☞ **Kapak skirmishers** (2-6): hp 29, see page 172

A CHOICE [EL 11]

Run this scene at any time after the heroes have emerged from the Library of Khrystann during the day. The heroes encounter an old couple trying to flee the city. Read or paraphrase the following:

A packed throng surges like a raging torrent along the wide avenue outside the alley. Here and there, individual faces are visible, but in most places the panicked humanity is simply a blur moving west.

Carts and wagons jammed to overflowing toss and wobble amid the crowd. Near the curb, a cart pulled by a scrawny ox lurches along. A bent old man and his gray-haired wife gently urge the poor beast forward. Although his urgency is apparent, he does not lay a lash to the beast.

Suddenly a burly fighter leaps onto the cart, sending the old man sprawling to the pavement. Two other thugs, eyes crazed with fear, grab the old woman and send her after her husband.

The Situation: A gang of opportunistic thugs and rogues has decided to take the wagon and its meager contents for themselves and flee Tarsis. They are among many hundreds of terrified citizens fueled by desperation.

Creature: The gang is made up of six thugs (N male and female civilized human fighter 4) and four thieves (N male and female civilized human rogue 4). The thieves are hiding in the crowd, while the thugs have surged forward to seize the wagon.

☞ **Thugs** (6): hp 33, see page 175.

☞ **Thieves** (4): hp 18, see page 174.

Tactics: The thugs fight savagely, using all of their Power Attack to deliver vicious blows at the expense of accuracy. The thieves will use the crowd to hide (modified Hide check for the purpose of being spotted is 22) and then move in to make sneak attacks, flank targets, and so forth. Because the gang members are gripped with fear, any additional fear effects should assume that they are already shaken (even though they are not showing the game effects of that condition).

Development: As soon as half of the gang is incapacitated or killed, the rest will flee for their lives. If the heroes don't act to help the old man and woman, the gang takes the wagon and leaves the city; the gang and the old couple will show up again later if this occurs (see **Things that Happen on the Plains of Dust**, page 26). If the heroes drive off the thugs and save the old couple's wagon, they are thanked profusely and will meet them later in the Plains of Dust (see page 23).

A CRY FOR HELP [EL 12]

This scene occurs just before the heroes leave the city. The heroes hear a woman call for help from a nearby dark alley; she is being beaten by a group of children. As soon as the heroes enter the alleyway or it appears that this isn't drawing them in, the rescue scene turns into a deadly ambush.

The Situation: Several accomplished assassins have been hired by the Dragon Highlords to murder the Knights of Solamnia. Concealed in shadowy niches along the 20-foot wide and 40-foot long alleyway are four assassins (NE male civilized human rogue 5/assassin 2). The old woman is a disguised fifth assassin; the children have been paid to pretend to beat up the old "woman" and will run away once the heroes arrive. Check to see if the heroes are surprised or otherwise caught flat-footed. Any Knights in the party will be the assassin's first targets—those that are not knights but still armored in plate or chainmail are the next to be attacked.

Creatures: There are five assassins here that use a special non-spellcasting variant assassin prestige class described on page 275 of the *War of the Lance* sourcebook. In addition to the changes mentioned in the sidebar, these assassins gain the favored enemy ability of a ranger at 2nd level.

☞ **Assassins** (5): hp 35, see page 170.

Tactics: Each assassin carries a longsword and a dagger. The daggers are coated with large scorpion venom (Injury DC 18, 1d6 Str/1d6 Str), giving each assassin one chance to poison an opponent as their first attack; all subsequent attacks will be made with swords. These assassins know how to work together, so they set up flanking and feinting as often as possible.

Development: If one of the assassins is captured, he refuses to reveal anything about who employed him. Use of magic or sufficient threats may cause him to spill that the "Blue Dragonlady" hired his group to eliminate any Solamnic Knights in Tarsis, and that this would potentially lead to other contracts in the future. Having been thwarted by the heroes, the assassin seems more disappointed than anything else.

LEAVING TARSIS

Once the heroes have finally managed to escape the clutches of the Blue Dragonarmy and any other opposition, they can join the large numbers of Tarsian citizens who are fleeing the city in droves. Over the next 48 hours, the Dragonarmy forces invade from the north, west, and east; refugees heading in those directions are eventually round up and returned to the city. Few refugees seek to head south, for that way lies the bitter cold of Icewall Glacier, but this is the path the heroes are expected to tread.

If the heroes return to Tarsis at a later date, the occupied city is very much cowed and under constant patrol by Blue Wing kapaks and the remainder of the Red Wing. The Governor's guards are replaced by draconians, prices of

everything in the city have risen even higher, and any festive or drunken behavior is immediately quashed. If he is still alive, Captain Borll Fenstaff and Steward Porkall Fernbuster have organized the first whispers of an underground resistance movement against the Dragon Highlords. Heroes who made contact with these individuals may find that they can move within Tarsis under some cover of darkness; otherwise, the population will report them to the Dragonarmies.

THE PLAINS OF DUST

Created in the aftermath of the Cataclysm, the Plains of Dust is a vast expanse of flat wasteland covering much of southern Ansalon. So named for the fine sands that cover the region, the Plains of Dust begin at the edge of the Kharolis Mountains in the west, spreading east across the continent and south to Icewall Glacier. Once, lush and verdant farmlands covered this area. Now, it is desolate and inhospitable. As travel is long and treacherous here no matter the season, few adventurers venture into this wasted land.

TRAVELING THROUGH THE PLAINS OF DUST

Important Rules: Overland movement (see **Chapter 9: Adventuring** in the *Player's Handbook*); Survival skill (see **Chapter 4: Skills** in the *Player's Handbook*); Cold plains terrain and Weather (see **Chapter 3: Adventures** in the *Dungeon Master's Guide*);

It is up to you whether you want to describe the journey across the Plains of Dust with random encounters and side-treks into the various locations provided under **Places to Visit on the Plains of Dust** or simply skim over the trip, perhaps with a couple of Survival rolls to ensure that the heroes don't get lost, and pick up the story in Zeriak (see page 26). One option is to choose a random encounter description and run that as a scene in the Plains, rather than determining it randomly; the **Griffon Flight** encounter is especially useful. Regardless of which method you choose, the scene **Just Desserts** (page 26) should be run the first day after the heroes depart Tarsis, if they encountered the old couple in the city in the scene **A Choice** (page 22)

WEATHER

Travelers should be prepared to encounter varying sorts of unpredictable weather when venturing into the plains. Summers here last only two months. Even in the summer time, the days are barely temperate, and the nights are extremely cold. Harsh winds sweep over the region year round. The summers are dry and dusty. Strong winds swirl the fine dusts and blast dust storms across the land. The winters are bitterly cold with heavy snowfall that hardens to early in the season. The winds continue through the winter months, feeding blizzards and whipping snow. Adventurers may be forced to seek shelter more than once before they're journey ends, or risk death from exposure to the elements.

For the purposes of this adventure, the temperature on the Plains is only of concern to the heroes at night, when it plunges below freezing and the wind chill causes surfaces to ice over. These are categorized as cold conditions. Every hour the heroes remain in the open and unprotected, they need to make Fortitude saving throws (DC 15 +1 for each previous

check) or take 1d6 points of nonlethal damage from the cold. Heroes with the Survival skill may be able to apply their training to help themselves and their companions.

FLORA AND FAUNA

Sparse vegetation dots the plains. Lucky travelers may find some wild game, including rodents and the large, flightless birds peculiar to this region. Travelers should be wary of the large cats that hunt the plains wildlife. The plains are also populated by stinging scorpions and venomous snakes. The plains fruit grows out of the brush. This bush bears fruit that is said to provide the nutrition needed for an entire day. This fruit rots quickly once picked, giving off a pungent odor.

PLACES TO VISIT ON THE PLAINS OF DUST

Although some nomadic peoples, both human and centaur, manage to eke out a meager existence here, the Plains of Dust are mostly uninhabited. Those individuals the heroes may meet on the Plains are refugees, nomads, or patrols from the White or Blue Dragonarmies. The onslaught of the Dragonarmies has brought disaster to the remote settlements that dot the landscape. The most notable sites to be explored, other than the Icewall Glacier itself, are listed below.

Bazin

This stone village lies south and east along the Old Coast Road from Tarsis. It was once a prosperous stopping point due to its natural hot springs. These springs almost entirely dried up in the aftermath of the Cataclysm and since that time only a few families have remained. Over the centuries the village became a good place for bandits and malcontents to hide during the winter months. The additional buildings offered protection from the elements and the remaining families were easily corrected into servitude. Now Bazin is quickly filling up with refugees from other settlements attacked by the Dragonarmies. Humans, dwarves, and even a few kender and elves can be found here, destitute and broken with no where else to go and no way to cross the Plains of Dust. The city is ruled by **Warlord Kirakas** (CE nomad human male fighter 6/barbarian 4) and his bandits. Kirakas charges anyone that enters a fee for his protection. He has never actually had any dealings with the Dragonarmies and would most likely flee if they every actually approached the village.

DONATTA

Once a prosperous port city located south of Tarsis, Donatta was famous for its collection of exotic foods and exotic women. It was a favorite stop over for any ship making its way to Tarsis to the north. During the Cataclysm, the entire city was destroyed when great spires of stone and great chasms erupted throughout the city. Buildings were knocked from their foundations or fell into the earth, destroying the city in a matter of hours. Now the city is home to bands of goblins, gully dwarves, and even worse creatures.

KIDORAN'S CITADEL

This small keep located northeast of Zeriak was built in honor of Prince Kidoran of Tarsis at the height of the Lordcity's power. It was established near a region of scattered mines that produced a rich supply of precious metals and diamonds.

Currently the citadel and nearby mines are abandoned. Nomads of the plains believe that a number of dragon-like beasts have created nests deep within the mines.

LANTERN

Due east of Tarsis along the Eastern Path that once lead from Tarsis to Silvanesti is the town of Lantern. The town is centered on an ancient temple dedicated to Sirrion, god of fire. The town is situated atop a rise in the low-lying plains and is easily spotted from a distance. Prior to the Cataclysm the temple maintained an eternal flame that acted as a beacon to the lost. In the early years following the loss of the gods the good citizens of Lantern tried to begin a tradition of lighting fires atop the temple at night and during festivals. Unfortunately this only drew the attention of bandits, minor warlords, and eventually barbaric Ice Folk that raided the town frequently. The town is now only a shadow of its former self, governed by the haunted mayor, **Alsted Creed** (NG male civilized human rogue 5/noble 2). Strangers are turned away or threatened if they cannot prove they have something of value to the town and its inhabitance.

RIGITT

The town of Rigitt was founded in 143 AC when a powerful but failing merchant family from Tarsis moved south to establish a new trade town. For the past three generations the Rigitt family, led by **Nestor Rigitt** (N male expert 8) has ruled the town and struggled to establish trade with the outside world. Since its inception the town has attracted a number of pirates, but few honest merchants; it is in no position to provide aid or assistance to the rest of the region.

TOWER OF TEARS

Prior to the Cataclysm this tower was known as the Tower of Torath. Situated just northeast of the city of Tarsis, it was once a favorite spot for the nobility of that city. Inside the fortified walls were lush gardens tended by an army of servants and natural springs that were reputed to have healing properties. At the center of the complex was a great tower, built by dwarven craftsmen to resemble the elven architecture of Qualinesti; the dwarves channeled the hot springs up through the tower and down the sides, causing the white marble exterior to glisten. The tower's beauty inspired many betrothals among the Tarsian nobility.

Just prior to the Cataclysm the sparkling waters of the springs became poisonous. Within a matter of days all the visitors fell deathly ill. By the time the Cataclysm struck Ansalon every living being within the Tower of Torath had died. The Plainsmen of the region renamed the abandoned tower the Tower of Tears and say that it is cursed. The waters of the springs continue to flow down the sides of the tower, but it is dark and slick with algae. No one dares to test the waters to see if they are still poisonous, but the sound of crying and moans of anguish can clearly be heard from time to time, an echo of those poor souls that died there.

RANDOM ENCOUNTERS ON THE PLAINS OF DUST

Although the Plains of Dust may look like a wasteland, the possibility exists that the heroes will encounter one or more threats from native wildlife or enemy forces. Check for an

d%	Encounter	Average EL
01-15	Scorpion colony	12
16-30	Troll hunter	11
31-65	Blue Wing kapaks	9
66-80	Griffon flight	10
81-00	Blue dragon scout	11

encounter every 6 hours; the chance of an encounter is 25%. Details of each encounter are provided after the table. Each encounter is unique; if rolled again on the table, reroll until all encounters have been met.

SCORPION COLONY (EL 12)

The heroes encounter a nest of monstrous scorpions, larger than any they have ever seen.

The Situation: Monstrous scorpions have established a colony in a series of underground warrens along the path the heroes are taking. The warrens have three entrances, 15-foot wide holes in the ground surrounded by excavated earth and piles of dust. Each hole is wide enough to accommodate a single Huge creature; the biggest scorpion in the colony is forced to squeeze to fit through the entrances, but once out of the warrens it will be unhindered. Because of their tremorsense, the scorpions will sense the heroes' approach within 60 feet, which is when the smaller creatures will attempt to surprise their prey. The larger scorpion arrives on the second round.

Creatures: Three Huge monstrous scorpions live in the colony together with their much larger "brother," a Gargantuan monstrous scorpion. Dozens of tiny monstrous scorpions also dwell in the warrens, but they won't get involved in the battle unless the heroes venture into the warrens themselves.

☞ **Gargantuan monstrous scorpion:** hp 150, see *Monster Manual*

☞ **Huge monstrous scorpions (3):** hp 75, see *Monster Manual*

☞ **Tiny monstrous scorpions (24):** hp 4, see *Monster Manual*

Tactics: If the Huge scorpions can surprise the heroes, they will spread out and attempt to surround them, using their stingers to deliver poison as rapidly as possible. Otherwise, they cluster towards the front line of the heroes and attack them directly. On the second round of combat, the Gargantuan scorpion—with many smaller Tiny scorpions falling off its back and skittering away—will emerge from the warrens and attack. The scorpions will flee if any are destroyed by fire, but are otherwise fearless.

Treasure: Deep in the warrens, among the skeletal remains of humanoids and large animals, the heroes might find some items of value: 400 stl (divided among various purses and bags); 2 gems (golden yellow topaz worth 500 stl and a blue quartz worth 12 stl); a potion of magic fang; a divine scroll belonging to a former Dark Pilgrim of Takhisis (*detect undead* [CL 1st], *shatter* [CL 3rd], *animal trance* [CL 3rd]); and an arcane scroll belonging to a hedge wizard (*mount* [CL 1st], *blindness* [CL 3rd]).

TROLL HUNTER (EL 11)

The heroes are tracked by a deadly troll hunter, working for the Dragonarmies.

The Situation: This individual has been tracking the heroes on behalf of the Red Dragonarmy; he has no affiliation with the Blue Wing. More intelligent than most trolls, he is very familiar with the Kharolis region and the Plains of Dust. A ranger, he gains his spells from his divine patron Chemosh, the god of death, but he does not carry any medallion of faith or other accoutrements. It is unlikely that the heroes will learn of his patron as the hunter doesn't talk much.

Creatures: Awgmung, the troll hunter. He is equipped with 6 javelins and a battleaxe.

☞ **Troll hunter:** hp 130, see *Monster Manual*.

Tactics: The hunter should be considered to have closed to a distance of 150 feet when he engages with the heroes. A DC 22 Spot check will alert them to his presence before he throws his first javelin (5 range increments, -10 penalty to attack). Every round, the hunter closes by 30 feet and throws another javelin. If the heroes respond with magical attacks or their own ranged attacks, the hunter closes the distance rapidly (either at a run, or a double move ending with a charge). Once in melee combat, he uses his axe upon any elves or humans in reach.

Development: Awgmung fights until reduced to a quarter of his hit points, at which point he will attempt to withdraw. If he is incapacitated and interrogated, he will simply say (in broken Common) that he was paid by the "Red Dragons" to find the heroes and kill them, bringing back the heads of any elves. He knows nothing about the invasion of Tarsis or any other plans in the region (such as those of the White Dragon Highlord).

If Awgmung escapes, he may make an interesting recurring opponent. He may seek to ally himself with Feal-Thas, for instance, if he follows the heroes to Icewall Glacier.

BLUE WING KAPAKS (EL 9)

A unit of Blue Wing kapaks catches up with the heroes and stages an attack upon them.

The Situation: The Dragon Highlord has sent some of her skirmishers out onto the Plains of Dust to bring back refugees and fleeing citizens. This particular squad has stumbled upon the heroes and engages with them, with an eye toward bringing them back to Tarsis.

Creatures: Four kapaks, skilled at tracking their prey and familiar with taking on humans.

☞ **Kapak skirmishers (4):** hp 29, see page 172

Tactics: The kapaks in this battle will favor the use of nonlethal damage or in simply reducing their targets to 0 or fewer hit points and then stabilizing them. They are under orders to return citizens and refugees alive, as well as any Solamnics or individuals matching the description of the heroes. If the battle seems too difficult, they will retreat and regroup; a force of eight kapaks will pursue the heroes within the next 3 hours (EL 11).

GRIFFON FLIGHT (EL 10)

The heroes encounter a group of majestic griffons, which might offer them a means of traveling quickly to Icewall Glacier.

The Situation: A DC 15 Spot check (DC 25 at night) will allow the heroes to see this flight of griffons. The creatures are hungry, and looking for horseflesh, but could potentially be lured down or called by the heroes if they can find the means to do so. Once the griffons have landed, the heroes may attempt to establish a rapport with the griffons. Their starting attitude is Unfriendly; the heroes must use Diplomacy to adjust this attitude to Friendly. Elves gain a +5 racial bonus to this check if they belong to or are related to an elven noble house. If this is done, and the heroes make DC 10 Handle Animal checks (to acquaint to a specific griffon) the beasts will carry the heroes to any destination they wish on the Plains of Dust, including Icewall Glacier. If the heroes are antagonistic or attack the griffons, they will respond with deadly force.

Creatures: Eight griffons.

☞ **Griffons (8):** hp 59, see *Monster Manual*

Tactics: Griffons rely on their ability to fly and rake with their vicious hind claws. If attacked, they form pairs and attack the heroes directly, avoiding elves (who they will not attack unless injured by one).

Development: These griffons were part of a much larger group summoned to the west by Alhana Starbreeze. If they are communicated with, they will share the information that Alhana has taken the other heroes to safety, but they do not know where. They will refuse to take non-Silvanesti further east than the edge of the map on page 10; they are happy to take Qualinesti elves north to the Qualinesti region, but that region is currently swarming with Red Dragonarmy forces.

BLUE DRAGON SCOUT (EL 11)

A lone blue dragon without a rider spots the heroes from the air and makes a few passes over them before returning to give their location to the Blue Dragon Highlord.

The Situation: The Blue Wing has a number of smaller blues who have accompanied the main flight and who act as scouts. This dragon has been following refugees and rounding them up, sending them in the direction of ground troops through fear and intimidation. After spotting the heroes, the scout tries the same thing on them.

Creatures: One young adult blue dragon.

☞ **Blue dragon scout:** hp 189, see page 171

Tactics: Regardless of whether it gets a surprise round or not, the dragon relies solely on its frightful presence for the first round. With an effective radius of 150 feet, the dragon flies overhead at a ceiling of 100 feet and circles around to see what the effect of his dragonfear has been on the heroes. If some of them seem resistant or unaffected (which is quite likely, since the DC is only 21) the dragon closes in to engage with the heroes and tell them to head back to Tarsis. Unless the heroes are disguised, the dragon will recognize some or all of them as Knights of Solamnia, and drop all efforts to negotiate. It uses its breath weapon, then Fly-By Attack for the remainder of the battle.

Development: Disguised or hidden heroes might be able to avoid being attacked by the dragon. If they head in the direction of Tarsis, however, they will run into a unit of Blue Wing kapaks (as the random encounter entry of the same name) within a half hour, and the blue dragon scout will remain in the general area (flying at a height of about 300 feet).

THINGS THAT HAPPEN ON THE PLAINS OF DUST

Only one of the following scenes should take place, and neither should take place unless the heroes took part in the “A Choice” scene in Tarsis. You may add the scene in even if they didn’t meet the old couple and the thugs that attacked them, but you will have to adjust the encounter slightly to account for this.

If the heroes helped the old couple in **A Choice**, then run **Just Desserts—Old Couple**. If they didn’t help them, run **Just Desserts—The Thugs**.

JUST DESSERTS—OLD COUPLE (EL —)

The heroes meet the old man and his wife out on the Plains of Dust, refugees with an insight into the heroes’ next step. This encounter takes place on the first evening after the heroes’ flight from Tarsis. Read or paraphrase the following:

The creaking of ancient wooden wheels announces the arrival of a loaded oxcart, driven by a whiskered old man. A gray-haired woman sits beside him on the seat. You recognize them as the couple that nearly lost their cart to thieves in Tarsis.

The Situation: The old couple is friendly and talkative, finally asking if they could spend the night in the heroes’ camp. If the heroes agree to this, the couple will be visibly relieved and will settle in near the campfire. Later that evening, the old man fixes his eyes on one of the heroes (the Idealist is the most likely option) and makes the following statement.

“A hard job it is that you have before you. Still, if there be any in Krynn who can accomplish it, my money will be riding on you. The glacier calls, doesn’t it? You’ll be on the ice before too long unless I miss my guess, for that’s where you’re needed. Some advice for all of you: follow the path of the white bear, for those you aid shall aid you in return.”

Development: Even if questioned, the old man has no advice to offer. In the morning, he and his wife take a route to the east, hoping to avoid the worst of the Dragonarmies

JUST DESSERTS—THE THUGS (EL 11)

The heroes’ camp is attacked by the thugs they didn’t stop from attacking the old couple in Tarsis. Run this scene once the heroes have settled in for camp the first evening after the escape from Tarsis.

The Situation: The two thieves and six thugs sneak up to the heroes’ camp in the middle of the night (DC 25 Listen check to hear them if the heroes are awake). The two thieves each have two *potions of invisibility*, and they consume one of the draughts each before they move on the camp. They attempt to steal any magic or valuables they can find.

The thugs remain sixty feet from the camp, on the side opposite the thieves. They will create a distraction, if necessary, to draw attention away from the thieves. The group hopes to get into the camp, steal what they can, and then escape without arousing the heroes. If the thieves are caught, the thugs attack the camp in an attempt to free them.

Creatures: The gang is made up of six thugs (N male and female civilized human fighter 4) and four thieves (N male and female civilized human rogue 4).

☞ **Thugs (6):** hp 33, see page 175.

☞ **Thieves (4):** hp 18, see page 174.

Tactics: In combat, the thieves make every effort to flank an opponent and bring him down with sneak attacks. The thugs are prone to using Power Attack, making vicious strikes with their morning stars, or sundering their opponents’ weapons. When half of the thugs are dead or unconscious, the rest run away.

ZERIAK

In the far southwestern portion of the Plains of Dust, along of the Old Coast Road from Tarsis, lies the town of Zeriak. Prior to the Cataclysm this town was a prosperous city. Located on a slight rise overlooking the southern coast, Zeriak was one of the best-known locations for a safe landing through the deadly rocks and reefs. After the Cataclysm the town became landlocked and most of the people of Zeriak moved away; those that stubbornly remained saw the once-thriving city turn into a haven for outlaws, nomads, and fur trappers.

Zeriak’s major industry is fur trading, mostly of the elk and bear that abound in the region. Several trading stores offer cured furs for barter, but the only objects taken in exchange are weapons. Furs to protect one Medium person can be traded for two one-handed martial weapons. Light or simple weapons add one to the number that must be traded; two-handed or exotic weapons reduce by one the number. Any magic weapon, regardless of its size or heft, will be traded for two sets of furs.

The Wooly Tusker Inn and the Tavern of the Ice Reach provide roughly equivalent lodging, for the price of a weapon or two. Each is a dirty, run-down hovel, but they’re warm and there is plenty of hearty drink. Thieves and cutthroats are commonplace in these establishments, however, so the heroes will need to watch themselves and their belongings.

PEOPLE TO MEET IN ZERIAK

Zeriak has one major inhabitant of note.

GALESWEPT

N female nomad human barbarian 10

This tall, flaxen-haired woman is leader of the community in Zeriak. She is one of the Plains nomads, not one of the Ice Folk, but her three daughters were all married to Ice Folk warriors in the last few years. She maintains an excellent relationship with them, one that has recently been hindered by a deal she has brokered with the Dragonarmies. In return for providing the White Wing with all the furs and peat the people of Zeriak can get together, Galeswept has been promised protection by Highlord Feal-Thas. See “White Wing Mercenary Attack” under **Things that Happen in Zeriak** for developments in this area. *Starting Attitude:* Indifferent.

THINGS THAT HAPPEN IN ZERIAK

There is one notable scene that occurs in Zeriak while the heroes are in town. Run the following scene after you have described the town to the players and they have set forth to acquire furs, lodging, or information.

WHITE WING MERCENARY ATTACK [EL 11 OR 13]

A week ago, the White Dragon Highlord decided that Galeswept's people had outlived their usefulness. He has given his troops free reign to pillage the town.

The Situation: Two groups of White Dragonarmy mercenary forces, one of baaz draconians (CE male baaz draconian fighter 2) and another of minotaur soldiers (LE male minotaur warrior 5), arrive in Zeriak. If the heroes stay out of sight, the groups split up and start raiding and harassing the locals in two separate parts of town; they can be dealt with separately (EL 11). If the heroes confront them within the first ten minutes of their arrival, they'll have to take on both groups at the same time (EL 13).

Creature: There are ten each of the two types of mercenaries. Both types are standard and described in the Appendix.

• **Baaz soldiers (10):** hp 39, see page 170.

• **Minotaur infantry (10):** hp 28, see page 172.

Tactics: The baaz soldiers favor splitting into groups of three or four, and target weaker foes before strong ones. The minotaurs are the opposite, and gang up in pairs on armored opponents as their first priority. Neither side gets along terribly well with the other, so tactics are not shared by one unit with the other unit. See **The White Bear** on page 29 for more information on minotaurs in this region.

Development: The heroes may be able to find a way to use the rivalry between the baaz and the minotaurs to their advantage. Although their initial attitude towards the heroes is Unfriendly, each unit counts as Indifferent for the purposes of using the Diplomacy skill or other means to influence them to attack the other unit. Bluff and even Intimidate may work well also. The heroes may still need to deal with the winners, but this reduces the challenge somewhat.

Helping the townsfolk rid themselves of these marauding creatures will definitely improve the heroes' chances of acquiring winter weather gear and furs. Four sets of cured furs will be given to the heroes at no cost; each is sufficient to protect one Medium humanoid.

LEAVING ZERIAK

If the heroes aided the people of Zeriak against the White Wing mercenaries, they will send along a guide to show them the correct path to Icewall Glacier. The edge of the glacier is at least 10 miles south of Zeriak, without a road or any other trail to follow, so a guide will certainly be of great help. Regardless of whether they accept assistance or not, the heroes are free to leave as they came.

ICEWALL GLACIER

Important Rules: Overland movement (see **Chapter 9: Adventuring in the Player's Handbook**); Survival skill (see **Chapter 4: Skills in the Player's Handbook**); Cold plains

terrain and Weather (see **Chapter 3: Adventures in the Dungeon Master's Guide**); The Environment: Cold Dangers (see **Chapter 8: Glossary in the Dungeon Master's Guide**)

Icewall Glacier covers an area extending hundreds of miles east and west at the southernmost edge of Ansalon. The Icewall itself, a mighty rampart of snow and ice upon the horizon, lends its name to the region around it. This is the heroes' destination in this adventure. Here the frozen fortress of Icewall Castle holds the secrets they need to begin fighting back against the Dragonarmies, and here the heroes will encounter the White Dragon Highlord Feal-Thas and his many minions. The heroes will also meet the hardy Ice Folk led by Harald Haakan (see the scene **A Mysterious Sail** on page 31), who may ask for the heroes' help against the fury of the minotaur and thanoi warriors of the White Wing.

When the heroes arrive at the edge of the glacier, which rises up away from the Plains of Dust at an angle and is relatively easy to walk out onto, read or paraphrase the following:

The ever-present wind takes on a chill edge here; snow and ice coat the landscape to the horizon. Huge blocks of ice rise from the glacier surface, and occasionally large snowdrifts swell from the ground.

No birds fly over this barren region, no animal life can be seen on the surface of the ice. Only the wind, strong and unceasing, lends movement to your surroundings.

FEATURES OF ICEWALL GLACIER

Icewall Glacier is a desolate landscape of snow, ice, and bitter winds. Crevasses, sleet storms, sheets of ice, and frozen lakes make this region largely inhospitable to even the barbarians of the Plains of Dust. The Ice Folk are the only humans hardy enough to survive here; their enemies, the thanoi, are their rivals for the precious resources essential for survival.

HAZARDS

Icewall Glacier is colder than the Plains of Dust, and likely the coldest region the heroes have ever visited. During the middle of the day, the temperature is at or below freezing (between 20 and 30 degrees F) with wind chill occasionally dropping that by at least 10 degrees; these are categorized as cold conditions. Any unprotected characters (without winter clothing or furs) that remain outside at this time must make Fortitude saving throws each hour (DC 15 +1 per previous check) or take 1d6 points of nonlethal damage. Heroes with the Survival skill may be able to assist themselves and their companions in withstanding the cold. The nighttime hours are categorized as severe cold conditions; Fortitude saving throws must be made every 10 minutes if the heroes are unprotected, although winter clothing will keep this to once an hour.

Other than the cold, Icewall Glacier has one major hazard—snow-covered crevasses, treacherous areas of ice where the snow has bridged a deep gap in the glacier's surface. A typical crevasse on Icewall Glacier is 2d10 x 10 feet deep and 2d10+60 feet long, and easily wide enough for any creature of Gargantuan size or smaller to fall in. Creatures

of size Tiny or greater will cause the snow covering to break, sending the creature into the crevasse unless they succeed at a DC 20 Reflex saving throw. Success indicates the creature is prone at the edge of the crevasse. A DC 10 Survival check will detect a crevasse if the creature is walking at a standard pace, but any faster movement prevents detection.

The heroes may rope themselves together to prevent accidental breaks or falls, but this slows movement to two thirds. If a character falls into a crevasse (i.e. fails the Reflex saving throw) those attached to him by the rope may each make Strength checks (DC 15 plus or minus the character's Size modifier). If either or both succeed in the Strength check, the fall is stopped. If both fail, the next characters in line towards the front and back of the rope may make a check (with a +2 cumulative bonus to the DC of the check). This continues until one of the roped characters succeeds at the Strength check, in which case nobody falls, or all characters fail their Strength check, in which case everybody falls.

TRAVEL

Travel across Icewall Glacier is slow. Over 95% of the surface is an ice sheet, which is slippery and easy to lose one's footing upon. Overland travel experiences a multiplier of 2. During a tactical encounter, all movement is halved (it costs two squares of movement to enter each square containing ice), and the DC of Balance and Tumble checks increases by 5. Running or charging across an ice sheet requires a DC 10 Balance check. The only reliable methods of travel across the ice sheet are the iceboats of the Ice Folk or the polar bear-drawn sleds of the thanoi.

In some places, vast drifts of snow blanket the ice, or chunks of superhardened ice litter the landscape. These terrain types also impair movement, even iceboats, although thanoi sleds may traverse snowfields without penalty.

RANDOM ENCOUNTERS ON ICEWALL GLACIER

Encounters are not as common once the heroes are actually traveling on the glacier. Check for an encounter every 6 hours; the chance of an encounter is 15%.

* Details are provided below; others are as described in the *Monster Manual* at an encounter distance of 6d6x30 feet.

** Detailed in "Hazards" under **Features of Icewall Glacier**, page 27.

d%	Encounter	Average EL
01-15	Remorhaz (1d6)	12
16-30	Snow-covered crevasse**	—
31-65	Thanoi raiders*	9
66-80	White dragons*	10
81-00	Frost worm (1)	12

THANOI RAIDERS (EL 9)

This is a raiding party of Feal-Thas' walrus-men, on their way towards a distant Ice Folk camp or perhaps scouting the glacier for unwanted visitors. If this encounter is generated before the third day of travel on Icewall Glacier, reroll on the table.

The Situation: These raiders are part of a much larger section of thanoi that the heroes may encounter later if they take part in the Battle of Ice Reach. They don't have a polar bear or sled, however, so they aren't expected to travel too far. When they catch sight of the heroes, they advance immediately and attack.

Creatures: Six thanoi warriors (NE male thanoi warrior 3), armed with greatclubs.

∞ **Thanoi warriors (6):** hp 48, see page 174

Tactics: The thanoi aren't very bright, but they are extremely aggressive and persistent. They target the largest and strongest looking opponents, unless one of the heroes reveals himself to be a spellcaster, in which case the raiders direct most of their attention on finishing him off.

WHITE DRAGONS (EL 10)

A group of four juvenile white dragons attack the heroes.

The Situation: These dragons serve in the White Wing and are cousins to Sleet, the mount of Dragon Highlord Feal-Thas. Eager to prove themselves, they have been bringing back victims, prisoners, and the like; they are also belligerent and bull-headed, a common flaw in white dragons, so they don't show a great deal of subtlety or finesse.

Creatures: Four juvenile white dragons.

∞ **Juvenile white dragons (4):** hp 102, see page 172

Tactics: These immature dragons haven't learned a lot of tactical maneuvers, but they do know how to gang up on a target. They stay mobile, using bite attacks and moving about, rarely committing to a full attack. When possible, they unleash a stream of cold at their targets. If one white dragon is killed or incapacitated, the others withdraw, returning in a half hour. They repeat this string of attacks for as long as they can.

PLACES TO VISIT ON ICEWALL GLACIER

The following locations appear on the regional map. Some, such as Icewall Castle, have more detailed coverage later in this chapter.

ICE MOUNTAIN BAY

Here, the glacier ends in a high cliff of ice overlooking the expanse of the bay below. When the heroes approach the cliff, they realize they are nearing the water; the wind grows warmer and seabirds are sighted once they are within 5 miles of the cliff edge. Read or paraphrase the following upon arrival:

A sheer drop of three hundred feet ends in a glazed sheet of ice. The sheet is several hundred yards wide and forms a band along the base of the cliff. The ice is cracked and broken on the side away from the cliff, with open water visible between the cracks.

Beyond the band of ice, clean blue water sparkles with reflected sunlight. Great icebergs tower above the waves, moving about the vast bay in dignified silence. Now and then the back of a porpoise or whale breaks the surface of the cool water as the creature swims along exuberantly.

The most unusual features of the view are the ships trapped in the ice near the water's edge. From the clifftop, at least a dozen ships can be seen, captured by the greedy ice and locked in its frozen embrace. Although most of the vessels look splintered and ruined, a few seem to be in pretty good shape.

The Situation: Climbing down to the ice sheet at the water's edge is not difficult (Climb DC 10, no check necessary if ropes and climbing gear are used). Breaking one of the boats free of the ice takes 2d6 days, and at the end of this time the heroes will have a small yet seaworthy vessel. For more information, refer to **Ice Mountain Bay**, at the end of this chapter (page 46).

PEAT MINES

When the heroes arrive at one of these locations for the first time, read or paraphrase the following:

A smudge of gray smoke hangs low over the glacier here, seeming to issue from the top of a hill just ahead. A black swath of dirt can be seen at the top of the hill, in contrast to the stark white that has made up the view for the last few days.

Occasionally a flare of red soars up from the blackness and the smoke expands upward; but the red light quickly settles back down below the unnatural hilltop crown.

If the heroes move closer to investigate, continue with the following:

The great swath of black ground is an excavation of some kind. A shallow bowl, about 200 feet in diameter, has been cut into the frozen hilltop. In the center of the hole, a fire burns the soft, sodden ground and lights the excavation with a flickering crimson glow. In the still air, a faint wash of heat can be detected from the hole, and the ground around the edges is not even frozen.

The Situation: This is one of the peat mines used by the Ice Folk as a fuel supply. All of the peat mines are located on raised areas of land that were islands before the Cataclysm altered the face of Krynn. Now, fires burn eternally to prevent the precious fuel from freezing solid. Every three or four months, a band of the Ice Folk visits the mine and gathers a load of the peat.

The heroes may decide to avail themselves of the peat as well, especially for the purposes of keeping warm. The peat is fairly labor intensive, however; the heroes will need to dry it out before it will act as a reliable fuel source. Pressing the sod peat cut from the mound might force out any moisture; a day of this pressure (under a rock, or a compression frame made out of wood) yields about a day's worth of fuel for each pound. A DC 18 Knowledge (nature) check will inform the heroes of this possibility.

ICEWALL

Rising from the ragged expanse of the glacier, the Icewall is a ridge that runs hundreds of miles east to west. It looms over the rest of the glacier like a storm cloud. Atop the Icewall is the castle that bears its name; assuming the heroes have approached with a guide or with directions from the Ice Folk or by referring to their map, the castle itself will be in their vicinity. Refer to the **Icewall Castle** section on page 36 for more details on the Icewall.

ICEWALL CASTLE

This is the final destination for this chapter and the stronghold of White Dragon Highlord Feal-Thas. Refer to the **Icewall Castle** section on page 36 for more details on Icewall Castle.

THINGS THAT HAPPEN ON ICEWALL GLACIER

The following scenes take place over the first few days the heroes spend traveling on Icewall Glacier.

THE WHITE BEAR (EL 9)

This scene occurs at the end of the first day of travel across the glacier.

The sounds of savage combat erupt from behind a large block of ice just ahead of you. Snarls, growls, battle cries, and screams of pain all indicate that a titanic struggle is taking place.

If any of the heroes advance 100 feet they may look around the block of ice and observe the following:

Twisting in futile rage against the many ropes bound to its limbs, a polar bear struggles and roars in frustration. Though huge and fierce, the bear is obviously unable to free itself and is at the mercy of its captors.

Holding the ends of the ropes are six minotaurs! A pair of massive horns curves forward from the head of each individual, and flaring bovine nostrils spout frosty breath. Five of the bull-men are pulling on ropes tied around each of the bear's limbs as well as its stocky neck. The sixth minotaur is armed with a slender spear. While the others divert the bear's attention, he runs forward and thrusts the spear into the bear's flank, producing bellows of pain from the bear and peals of bestial laughter from his comrades.

The Situation: With a DC 20 Knowledge (geography) or Knowledge (history) check, the heroes can recall stories of minotaurs inhabiting the wastelands that were once the ancient kingdom of Istar, far to the north and west of the plains of Tarsis. The minotaurs are now part of the Dragon Highlords' forces on Icewall Glacier because the draconians are unable to operate effectively in the bitterly cold environment...and because the minotaur emperor struck a deal with Emperor Ariakas to send minotaurs of rival houses away to serve in distant fronts in return for being left alone.

The polar bear is the white bear of the old man's prophecy (see **Just Desserts** on page 26). If the heroes attack the minotaurs, the bear will fight any of the monsters it can reach.

Creatures: Six minotaur infantry and one advanced 12-HD polar bear. The bear has already taken 34 points of damage.

∞ **Minotaur infantry (6):** hp 28, see page 172.

∞ **White bear:** hp 68 (was 102), see page 169

Tactics: The minotaurs will respond to the attacks of the heroes with bravado and ferocity, but at least three try to maintain the hold on the polar bear. Those that engage with the heroes position themselves between the bear and their new opponents. As soon as fewer than three minotaurs are holding the bear, it wrenches free of its bonds and attacks the remaining monsters. If the minotaurs are driven off, the bear is wary of the heroes but not hostile or frightened (attitude of Indifferent).

Development: If the heroes make friendly advances towards the white bear, either by feeding or healing it, they may make a Diplomacy check (at -4 penalty because the bear is an animal) or Handle Animal check, to change the animal's attitude. Magical healing will add a circumstance bonus to this check equal to the level of the spell used to cure the bear. From this point on, the white bear will remain with the heroes so long as they remain on the glacier.

The bear will provide valuable assistance in crossing the treacherous glacier. Whenever a snow-covered crevasse is encountered, the white bear will stop and grunt a warning. The bear's senses are acute and it will warn the heroes if any threats are approaching.

Treasure: As well as their standard equipment, the minotaurs are carrying 2d4x20 steel pieces each—their monthly stipend.

ICEBOAT WRECKAGE (EL 10)

This scene occurs in the late afternoon of the heroes' third day crossing the glacier.

An unusual shape is visible ahead. Covered by frost and drifting snow, it vaguely resembles a ship, cast ashore by the whim of some powerful current.

The splintered end of a long mast rises at an angle from the wreck, and a wooden hull is visible through the snow cover in several places. Two long pieces of wood lie nearby, and their purpose is not immediately apparent. They are as long as the mast, and have sharply bent ends and large brackets bolted to their sides.

The Situation: This is the battered wreck of an iceboat, formerly crewed by the men of Harald Haakan (see page 33). The crew had completed a peat-gathering expedition and were sailing back to the camp of Harald's Ice Folk when they struck an ambush prepared by the savage thanoi, or walrus-men, that prowl the glacier. The ship was wrecked in the crash, and the thanoi had no trouble disposing of the disoriented and injured crew. Now five of the monsters are concealed in the boat, waiting to ambush any would-be rescuers.

Creatures: The thanoi warriors (NE male thanoi warrior 3) include one thanoi champion (NE male thanoi fighter 6) armed with a *frostreaver* (see *Dragonlance Campaign Setting* page 11). The others are equipped with battleaxes.

∞ **Thanoi warriors (4):** hp 48, see page 174

∞ **Thanoi champion:** hp 89, see page 173

Tactics: The thanoi, which are not the most intelligent of creatures and not used to dealing with experienced fighters, fight to the death. The champion prefers Power Attacks and always engages with the biggest and strongest looking hero, while the others close in with whoever is nearest to them.

Development: If the heroes examine the iceboat, a DC 20 Knowledge (engineering) or Profession (sailor) check will inform them of its purpose—the long strips of wood are runners, and the boat sails across the ice much like an ice skate. Although the hull of the vessel is solid, it does not appear to be watertight; the iceboat is unfit for regular water travel. Upon examining the interior of the vessel, the heroes will find evidence of crew quarters, an iron stove (wrecked, but repairable with a DC 15 Craft (blacksmithing) check and a half day of work) and a wardrobe. Sufficient furs for five people may be found onboard.

Any hero with more than 5 ranks in Survival will be able to tell that the wreck can provide decent shelter for the night. The sky is fast becoming dark and cloudy once they are done inspecting the vessel; a rising wind and plummeting temperature are signs of approaching inclement weather.

Once this scene ends and the heroes have decided whether or not to stay the night in the iceboat, go straight to the next scene, **Winter's Rage**.

WINTER'S RAGE

Important Rules: Survival skill (see **Chapter 4: Skills** in the *Player's Handbook*); Weather, Getting Lost (see **Chapter 3: Adventures** in the *Dungeon Master's Guide*); The Environment, Cold Dangers (see **Chapter 8: Glossary** in the *Dungeon Master's Guide*)

This scene occurs immediately after the **Iceboat Wreckage** scene. Read or paraphrase the following:

The moaning of the wind gradually grows to a scream as the bitter night slowly passes. The cold is so intense that beards grow frosty and eyelashes, if closed for a brief period, become frozen shut and are hard to reopen.

Sometime after midnight, snow begins to fall. This is not a mild dusting, such as often occurs in the lands around Solace during the dark months of winter, but a savage blizzard that lashes at bodies and souls with the force of chill

dragon's breath. Stinging needles seem to strike every bit of exposed flesh, and even several layers of clothing do little to conserve body heat.

The Situation: If the heroes spend the night in the wreck of the iceboat, the experience will be miserable but not life threatening. If they left the ship and are simply camping on the glacier, however, each character is exposed to even more severe cold conditions. Without proper furs or winter weather clothing, a character will take 1d6 points of nonlethal damage per minute without a saving throw. Furs allow a save and reduce the damage to once every 10 minutes. Any kind of proper shelter from the snow and wind will elevate matters back to simple cold conditions.

The storm lasts for several days. Remaining in the wreck, the heroes will be able to wait out the storm once 4 days have passed. If the heroes did not remain in the wreck, they are exposed to the severe cold conditions even during the daylight hours, their visibility drops to almost nil (treat as fog, with all creatures 5 feet away from a character gaining concealment). Once the heroes are 600 feet from the iceboat, it takes a DC 20 Survival check to find it again. If they can't, they are lost in the blizzard; see **Getting Lost** in **Chapter 3** of the *Dungeon Master's Guide*.

Development: As soon as any of the heroes has fallen below 12 hit points (including being incapacitated by the weather), or once four days in the boat passes by, the heroes will be rescued by a band of new arrivals. Go directly to "A Mysterious Sail," next.

A MYSTERIOUS SAIL (EL —)

This scene occurs at the end of four days of storm, or whenever you decide to run it and move the story onward. Read or paraphrase the following:

After days of swirling white oblivion, the savage blizzard finally begins to lift its heavy yoke. Snow still falls, and the wind continues to blow, but the storm has lost its angry intensity. Now, in the gray light of dawn, visibility increases to several hundred feet.

As the daylight grows, the storm dies more quickly, until midmorning brings a bright blue sky over a landscape of eye-burning whiteness. It is in this atmosphere of clear, icy winter that movement is detected to the west.

A plume of snow seems to rise from the surface of the glacier as a large object approaches. A great wing, or perhaps a sail, rises above the object, which is soon discernible as an iceboat similar to the one wrecked by the walrus-folk.

The Situation: This is the flagship of **Harald Haakan** (LG male nomad human fighter 14), leader of the Ice Folk. He and a picked crew are searching for the missing iceboat. If the heroes weathered the storm at the wreck, Harald sails directly up to them. If the party is out on the glacier, the iceboat makes a long, elegant circle before slowing to a stop about 180 feet from the heroes.

A crew of rugged warriors leaps from the deck of the ship, and advance rapidly through the snow. All of the dozen or so figures are clad in heavy furs, and each carries a glistening battle-axe. The weapons look as if they are made of clear glass.

Creatures: Harald's crew consists of his 12 personal *housecarls*, or personal bodyguards (LG male nomad human fighter 4/barbarian 8); the Revered Cleric of his tribe, **Raggart Knug** (LG male nomad human heathen cleric 10); and Harald himself. This formidable group is more than able to take on the heroes, though their intent is not to attack but parley. More information about some of these characters is given under "People to Meet at the Ice Folk Camp" on page 33.

☞ **Harald Haakan:** hp 110, see page 167.

☞ **Ice Folk Guard (12):** hp 103, see page 171.

☞ **Raggart Knug:** hp 79, see page 169.

Development: The entire crew of the ship, except Raggart, moves toward the heroes. Their attitude is Indifferent—they are cautious, but they do not attack unless one of the heroes makes the first hostile move. The Ice Folk pause when they are about 40 feet from the heroes and Harald Haakan moves several steps in front of his men.

The heroes have a chance to explain their predicament and their mission and gain the assistance of Harald's people. If the white bear is present, the Diplomacy gains a +4 circumstance bonus. If the heroes don't provide a satisfactory answer to why they are at the wreck of the iceboat (assuming that's where the Ice Folk meet them) or if they insult, offend, or provoke the Ice Folk, their attitude drops to Unfriendly. The Ice Folk will not hesitate to attack the heroes if the situation worsens.

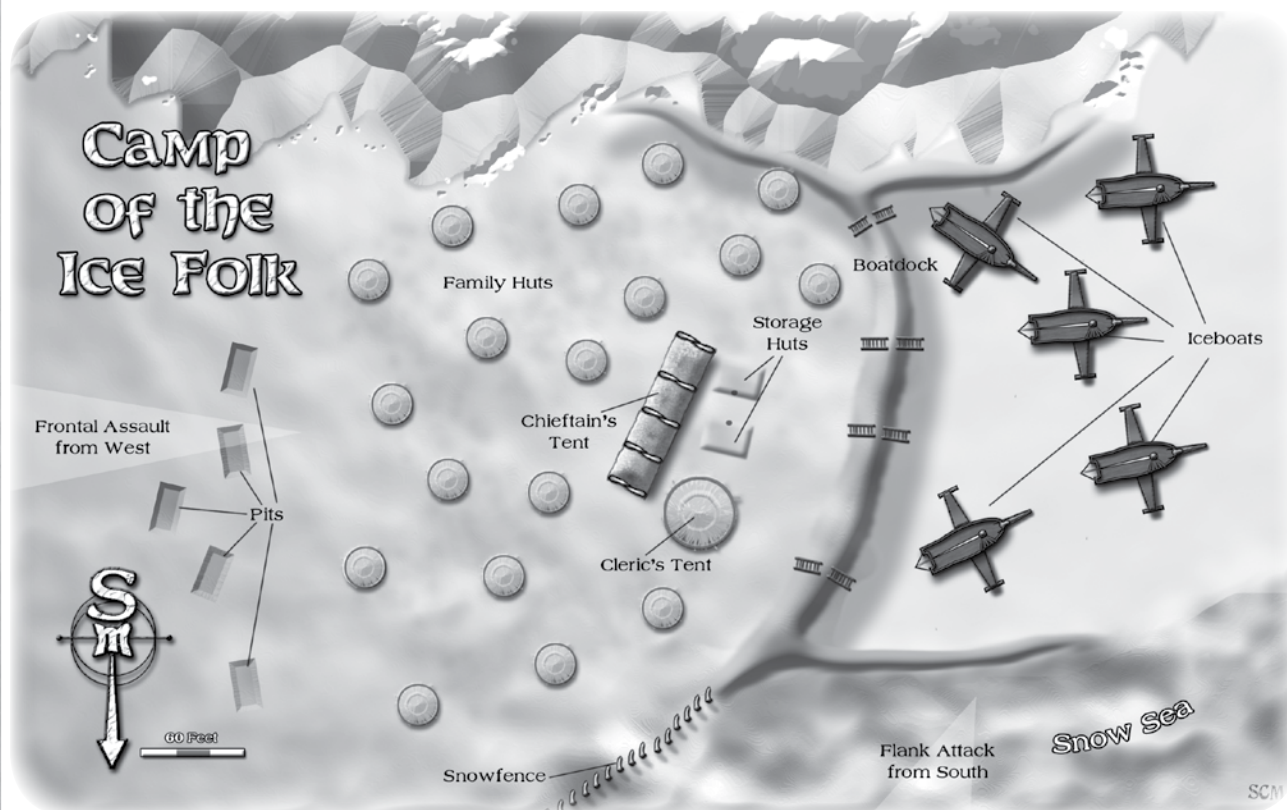
On the other hand, if the heroes explain the wreckage and mention the thanoi, or the white bear (who is considered a mystical omen by Harald's people) is present, their attitude might increase to at least Friendly if not Helpful. Harald's wrath is rightfully directed at the thanoi; once he and his crew are convinced of the heroes' worth, they will offer them hospitality back in the Ice Folk camp. Harald is eager to hear about how the heroes came to travel with the bear, also; word of their battle with such opponents as the minotaurs will impress his men. Proceed to **The Ride** in the **Getting to the Ice Folk Camp** section.

If the heroes do not take Harald up on the offer of hospitality, he warns them of more bad weather brewing. He gives them directions to Ice Mountain Bay and Icewall Castle, and leaves them with additional provisions (if they have proven their worth, that is.) Refer to the sidebar "Harald's Advice" on page 34 for more information on what the chieftain passes on to the heroes.

ICE FOLK CAMP

Although the Ice Folk are nomadic, they often settle in one place for nearly a year, until the fish supply in nearby waterpools reaches dangerously low levels. At this point the settlement is broken down and the whole tribe moves on to a new location. The camp that the Ice Folk are using at the time

Camp of the Ice Folk



of this adventure is described below. The biggest event of this section is a battle with the White Dragonarmy, a battle the heroes may have a chance to take part in.

GETTING TO THE ICE FOLK CAMP

The easiest way to reach the camp is by iceboat. It is possible to reach it by traversing the glacier, although the weather conditions are typically poor. Harald's crew knows the way to the camp by heart; there is no need to spend too much time on the journey itself other than what is detailed below under *The Ride*.

THE RIDE

If the heroes have agreed to go with Harald and the Ice Folk, they climb about his ship and set sail for the camp. Read or paraphrase the following to describe the journey:

The *Icedrake's* deck is much like that of any sea-going vessel. Solid wooden planks underfoot, and a bewildering array of ropes, winches, and canvas overhead. The harsh voice of Harald Haakan calls orders to the men who rush about in purposeful chaos.

Suddenly, the canvas snaps taut in the gentle breeze, and the smooth wooden runners begin to hiss across the surface of the glacier. Almost imperceptibly at first, the heavy vessel reacts to the wind. Speed is gained quickly, and in minutes the ship is moving faster than a man can run. Now more orders issue from the bearded captain, and the vessel begins the long, sweeping turn to the southeast, sending showers of ice and snow curving through the air.

The ship steadies on course with the wind full in her sails. The hiss of the runners drops to a dull whisper as the iceboat seems to fly across the glacier.

Once the *Icedrake* reaches the camp, proceed to **Things That Happen in the Ice Folk Camp** for more details about their stay.

FEATURES OF THE ICE FOLK CAMP

The camp is situated just south of a huge crevasse, 12 miles long and 400 feet wide. Six hundred feet below the surface of the glacier the crevasse narrows to a dark crack that leads to a subglacial stream of icy water. The Ice Folk erected the primitive snowfence to the south of their camp, creating a sea of soft snow varying in depth from 10 to 20 feet.

To the east lies a gentle downslope of glare ice, nearly a mile long. With just the slightest breath of wind, an iceboat can work up enough speed over this smooth run to race out onto the glacier within a few minutes of leaving the harbor.

The camp is only vulnerable to attack from the east or west, and Harald has plans for both eventualities. Should an attack come from the east, his people will board their boats and sail directly at the attackers. Should the assault come from the west, the camp proper will be abandoned and the warriors will make a stand on the harbor wall.

The following locations are marked on the Ice Folk Camp map:

IF: BOATDOCK

A wall of ice surrounds three sides of this large enclosure. The fourth side is open to the glacier, the ice sloping downward in that direction. Four iceboats are at rest here; when Harald's

AROUND THE CAMPFIRE: WORD FROM THE NORTH

While this tale is read out, sketch out a rough copy of the western Ansalon region map to the players so that they may consult it. Mark on it the names of the towns and cities, and any important locations, but don't worry about making it to scale. Draw arrows leading in from the east to represent the Blue and Red Dragonarmies.

"All of the lands of the north are hard pressed by the Dragonarmies. I fear that soon those rolling plains that for so long have known naught but freedom shall fall, and only one hope will be left for the peoples of Krynn. The island of Sancrist lies far to the west of Solamnia, and is so shown on this map. I have heard reports, in Solamnia and Tarsis both, that tell of a High Council of sage and powerful men gathering on that knightly isle—a council symbolized by the sacred Whitestone, spiritual birthplace of the Knights. This Whitestone Council meets with the goal of ending the depredations of the Dragon Highlords and restoring peace to Krynn.

Whatever the outcome of our quest to the Icewall, I believe that Sancrist should be our next destination. If we gain the Orb, the Council may best know how to make use of it. If we do not gain the Orb, yet live to make our escape, extra swords in skilled hands will also be of some service in the war to save Krynn."

vessel the *Icedrake* returns to the camp, it is berthed here also. The wall serves as a windbreak for the iceboats when they are in the harbor. Without this shelter, the ships would be destroyed by the frequent storms that sweep the glacier.

The wall surrounding the harbor is 10 feet high and of equal thickness. Because the wall is slippery and difficult to climb, wooden ladders are placed on either side to allow travel between the camp and the iceboats.

Harbor Wall: 10 ft. thick; hardness 5, hp 65 per 10 ft. section, Break DC 35, Climb DC 24.

IF2: CHIEFTENT

This structure is nearly 100 feet long and 30 feet wide. The skins on the outside are the thickest, whitest furs of any in the camp. Harald Haakan lives in this long house, but also holds tribe meetings and councils here. Inside, the tent is supported by the enormous arching ribcage of a long-dead leviathan from the Cataclysm. Down the center of the building, four fires are placed at regular intervals, creating a smoky haze. A large pile of peat in one corner is used for fuel.

IF3: STORAGE HUTS

These structures look more squat and solid than any of the other buildings in the camp. Most of the outer surface of the two huts is solidly packed with ice, and no chimneys pierce the roof. The doors are small standard wooden doors. Each hut contains large amounts of peat and frozen fish. Several large skin tubs contain slimy grease made from walrus blubber.

IF4: FAMILY HUTS

Each of these circular huts houses a single family of Ice Folk, generally one or two grandparents, two or three adult married couples, and up to ten children. Conditions are crowded and thus the huts are used primarily for sleeping or for staying out of stormy conditions. Each hut's floor is covered in furs, and a firepit takes up the center of the room. Because of the slow-burning peat fire, the huts are always warm if cramped.

IF5: CLERIC'S HUT

Resembling a slightly larger version of a family hut from the outside, this hut is notable for its sole occupant: Raggart Knug. Here he lives alone with the tools of his trade. No

firepit warms this hut, because the heat would interfere with the important work of crafting the frostreavers. Three of these magical ice axes lean against a wall inside the hut, while several slabs of ice await the icesmith's hands.

The hut is very plainly furnished. No holy symbols, scrolls, or any other items indicate that the individual who lives here is indeed the Revered Cleric of the Ice Folk.

PEOPLE TO MEET IN THE ICE FOLK CAMP

The following people are notable characters of interest. Their statistics are provided in the Appendix and they feature prominently in the scenes involving the Ice Folk.

HARALD HAAKAN

LG male nomad human fighter 14

Harald is the fierce and proud leader of the people of the Ice Reaches. His face is framed by a flowing mass of red hair and a long beard of the same color. A large nose pokes out from this mass of hair; the eyes above are a deep, icy blue. Harald is a huge, heavyset man, nearly seven feet tall and weighing over three hundred pounds. His clothing is made of pure white furs.

Harald takes his duties as chieftain very seriously. Everything he does is motivated by his concern for the Ice Folk. He is superstitious and distrusts anything he does not understand, including most forms of magic. Quick to anger, Harald is also quick to admit mistakes. Often, however, the victim of the mistake is no longer capable of accepting the apology.

Harald has been gravely disturbed by the appearance of minotaurs and other evil creatures in the Ice Reaches in recent months. The thanoi are an ancient enemy of his people, but their increasing aggressive behavior has contributed to his concern. For many months, his warriors have returned from hunting trips with reports of having seen a great white serpent soaring high above the glacier, flying to and from Icewall Castle. Harald senses an evil master plan behind these events, and thus he is very suspicious of strangers, and cautious in all endeavors.

AROUND THE CAMPFIRE: HARALD'S ADVICE

Harald Haakan relates the following counsel once the heroes have discussed the current situation in the north, in Solamnia, and in all parts of Krynn threatened by the Dragon Highlords. He stands and addresses them all in his deep and booming voice.

"Mayhap I can aid you in a search for this Sancrist Isle, but you'll need luck and courage to follow this route. Give me a look at your map..."

Here, in Icemountain Bay, there be a sight that has intrigued me for years. In the ice around the shore are dozens of ships, large and small, caught by the might of the Cataclysm before they could make open sea. As the land rose and the seas washed away, the ships becam stranded on dry land and then locked in ice as the glacier expanded.

To be sure, many of them are smashed and worthless now; even more are so solidly cloaked in ice that it would take years to free them. The waters have come back some, though, and a few of these ships are in fair shape, not too far from the water's edge.

What damage the hulls have suffered in over 300 winters is unknown to me, for I have never climbed down the icy cliff that separates the glacier from the sea. If you care to make the climb, and if you're lucky enough to find a good ship, and if you have something to make a sail, and if the gods smile on you—then maybe you could sail from Icemountain Bay to this Sancrist place."

RAGGART KNUG

LG male nomad human heathen cleric 10

The frailty of this old man is well concealed by bulky furs. Only his face, thin and covered with wrinkles, betrays his age. His eyes sparkle with wisdom and humor and his voice is kind. Raggart is the descendant of a long line of clerics, all pledged to await the return of the true gods to Krynn. He is familiar with the symbols that represent the true gods—including the *medallion* that will be worn by any cleric hero (such as the Shepherd, if that archetype is represented by a cleric)—and will herald the discovery of a spell-casting cleric as a sign that the true gods have returned.

The Revered Cleric of the Ice Folk is the only person able to craft the *frostreavers* (see *DRAGONLANCE Campaign Setting*), though he may not wield the weapons in battle. In exchange for knowledge of the true gods, which will awaken his own latent spellcasting powers (changing him from a heathen cleric to a normal one) he will provide the heroes with a *frostreaver* before the heroes continue their quest.

THINGS THAT HAPPEN IN THE ICE FOLK CAMP

The Ice Folk settlement is a good place to rest, recuperate, and enjoy some time with good company and warmth before setting off for Icewall Castle. The heroes may only want to spend a single night in the camp before heading off, or they might stay longer. At the very least, their first night in the camp will be one of hearty fish chowder, flute-playing, and finally a meeting with Harald in his long house.

AN EVENING WITH HARALD

The chieftain is curious of the outside world, and welcomes news and updates of what has been happening beyond the borders of Icereach. He listens intently, only vaguely aware of the menace of the Dragon Highlords and starting now to piece together the true threat that has come to his people.

The Situation: Two sidebars labeled **Around the Campfire** are included in this chapter (on page 33 and above). During the evening of the heroes' first night in the Ice Folk Camp, one of the knightly heroes from the north, such as Aran Tallbow, the pregenerated hero who fills the Bon Vivant

role in this adventure, or any other Solamnic PC, accounts his tale of the current events in Solamnia. If none of the heroes is a Solamnic Knight, then one of the NPC knights (played by the DM) will read the tale instead. Refer to the sidebar, **Word from the North** on page 33. Once this is read out, the heroes and their Ice Folk hosts may discuss what it means for a while, giving the players some opportunity to roleplay their responses. Derek Crownguard, who is always an NPC, confirms the tale if he was not the one to read it out. After the discussion, Harald Haakan gives his own counsel to the heroes, which can be read or paraphrased from the sidebar **Harald's Advice**, above.

WORDS OF WAR

At some point when the heroes are with the chieftain, either after he relates his advice to them or at some point on the following day before the heroes think to leave, one of Harald's scouts arrives at the camp with dire news. Read or paraphrase the following:

An exhausted, snow-covered man staggers into view and collapses on the ground. His beard is coated with ice, and the exposed skin on his face has darkened with frostbite. Taking no note of the strangers, the newcomer begins to speak directly to Harald.

"My chief, great danger threatens our people. The wretched thanoi have joined forces with a savage race of monsters that wear the head of a bull upon the body of a man. These bull-men have the strength of three! My fellows were rended by the beasts as if for sport; I managed to elude the monsters and return here.

"An army has gathered less than two day's march west of here. At least 200 of the bull-men and perhaps 500 thanoi have mustered, along with dozens of their fearsome ice bears. Their intent can be nothing other than an attack on our camp!"

The Situation: All other concerns are set aside in the face of this news, as Harald orders the watch doubled and preparations for defense begun. The heroes are shown to their hut, if it is evening, and they may sleep if they wish. Otherwise, or if the news arrives in the daylight, they may spend the next six hours helping the Ice Folk dig several large pits in the snow just west of the camp. These are excavated to a depth of 20 feet. The bottoms are then covered with large, irregular chunks of ice and the pits covered over with skins and snow. Attackers falling into the pits will almost certainly suffer broken bones on the treacherous, rock-hard ice blocks.

☞ **Ice Pit:** CR 4; mechanical; location trigger; manual reset; DC 18 Reflex save avoids; 20 ft deep (2d6, fall); pit ice spikes (Atk +10 melee, 1d4 ice spokes per target for 1d4 plus 1d6 cold each); Search DC 20; Disable Device DC 20.

Development: The heroes are given the choice; take supplies and head to Icewall Castle, while the Dragon Highlord's army is distracted, or stay and join the Ice Folk in defense of the camp. Harald understands either position, but secretly hopes the heroes agree to stay and do battle; he is afraid for his people and fears that without the support of the heroes, the coming battle will be a disaster.

BATTLE OF THE ICE REACHES

This section outlines all of the necessary information required to run the Battle of the Ice Reaches, focusing primarily on the heroes and specific goals they must accomplish in order to achieve a victory condition. In this battle, a victory condition for the White Wing forces would be the elimination of the Ice Folk and the destruction of their iceboats; for the Ice Folk and the heroes, victory is defined as getting as many of the Ice Folk to safety by iceboat before the camp is completely overrun. Actually defeating the White Wing forces may be asking a lot, so the heroes should focus on supporting Harald Haakan's withdrawal plan.

This battle is an ideal way for the heroes to show off their bravery and skill. Because it can't be won simply by defeating the enemy, it also serves as a reminder that sometimes, retreat is the best and safest option.

THE ATTACK

When you are ready to begin the battle, read or paraphrase the following:

The sun climbs pale and distant into the morning sky. No breath of wind disturbs the chill, biting air; no wisp of cloud breaks the cold monotony of the sky. From the west a low rumbling arises, gradually growing in volume. A dark line appears on the white horizon, and within minutes observers see a wall of monsters advancing on the camp. The battle of the Ice Reaches is about to begin.

The Situation: The White Wing's forces have moved much swifter than the Ice Folk scouts had anticipated. Hundreds of thanoi and minotaur warriors are converging upon the camp, led by **Flight Marshal Ronox de-Jaska** (LE male minotaur fighter 9/legendary tactician 3), an enormous white-furred minotaur wearing ornate dragonarmor. Their

plan of attack is simple and direct: 200 minotaur warriors (LE male minotaur warrior 5), 500 thanoi warriors (NE male thanoi warrior 3), and 40 ice bears (use brown bear stats plus polar bear skill bonuses) make up the primary assault wave. The bears are divided into teams of two, each team pulling a dozen thanoi on huge sleds. This initial wave is headed for the western perimeter of the camp.

The primary assault will be supported by a flank attack through the snow sea south of the camp. Although most creatures become hopelessly trapped in the deep, soft snow, the ice bears are quite capable of dealing with the huge drifts. Therefore, eight ice bears, each with a single thanoi rider, are to work their way through the snow and try to enter the harbor. Each rider carries several sealed pots of oil and a pouch of hot embers. The plan is to burn the iceboats, cutting off the retreat of the Ice Folk and ensuring a massacre by the superior White Wing force.

PLAN OF DEFENSE

As soon as the word has been raised, Harald realizes that the odds are stacked against his people. The Ice Folk chieftain pulls his line of defense back to the harbor wall. Because there is no wind, escape by the iceboats is impossible at this time. Harald's defensive force is only 100 warriors, as well as Harald himself and his twelve housecarls. The women and children and whatever valuables can be carried are sheltered in the harbor on the immobile iceboats.

The heroes have free reign in either helping or staying out of the way of the preparations. Even if all they do is observe, Harald eventually asks them to hold the southern harbor wall as he himself leads the company of warriors along the rest of the wall. Later, when the flank attack through the snow sea is discovered, the heroes will be asked to intercept it.

RUNNING THE BATTLE

Although you may decide to run the battle as a large-scale tactical simulation using the numbers and statistics provided in this adventure, the battle may be more memorable if it is played out from the point of view of the heroes. This takes the form of two scenes, or objectives, which act like any other encounter except that they have specific conditions that need to be met. As the scenes are played out, you may describe the chaos of battle occurring around the camp, the screams of Ice Folk warriors defending their loved ones, and the roar of minotaur and thanoi bloodlust.

OBJECTIVE 1: HOLD THE SOUTH WALL (EL 12)

Victory Conditions: Defeat the attackers along the southern end of the harbor wall before the end of the duration.

Duration: Five rounds.

The Opposition: One thanoi sled (12 thanoi warriors), a squad of minotaur infantry (6 minotaur warriors), and one minotaur war chief (LE male minotaur fighter 8).

☞ **Minotaur war chief:** hp 65, see page 173

☞ **Minotaur infantry (6):** hp 28, see page 172.

☞ **Thanoi warriors (12):** hp 48, see page 174

☞ **Ice bear:** hp 51, see page 171

The Situation: These two units arrive at the area where the heroes are guarding the wall, having lost a number of their companions in the snow pits further back. The sled

rams the wall, and the thanoi use it to climb over. As many as four thanoi or minotaurs can clamber over the wall per round, while the others hang back or attempt to climb the wall without the sled (DC 24). The Ice Folk have removed the ladders on the other side, but the ones on the inner side of the wall facing the camp itself are still present, allowing as many as three heroes room to climb up to the top of the wall and fight off the enemy. The war chief, a truly impressive specimen, shouts battle cries and challenges fighter-type heroes to battle. Once he is defeated, the other minotaurs begin to withdraw, leaving the thanoi to their fates.

Consequences: If the heroes meet the conditions for victory on this objective, they prevent additional strain on the defenders in the camp, and keep the wall held; the Ice Folk along the wall are able to just barely keep their own sections defended. Failure typically means reinforcements for the opposition have arrived, which means Harald needs to divide his Ice Folk further in order to make up for it. Either way, he tells the heroes that he needs them to head to the snowfence after reports have come to him of a possible flank attack.

OBJECTIVE 2: REPEL THE FLANK (EL 12)

Victory Conditions: Prevent the thanoi from setting the iceboats on fire.

Duration: Six rounds.

The Opposition: Eight ice bears and eight thanoi.

☞ **Thanoi warriors (8):** hp 48, see page 174

☞ **Ice bears (8):** hp 51, see page 171

The Situation: These thanoi are trying to get past the heroes and onto the frozen sea, in order to set the boats on fire. They don't want to get bogged down in melee. If the heroes don't stop the thanoi from breaking past their line of defense, they easily plow through the thin secondary line of Ice Folk warriors and begin hurling flaming oil onto the iceboats. A single thanoi on an ice bear, assuming he can come within 10 feet of an iceboat, only needs to hit an AC of 10 to properly deliver his flaming payload; the iceboat catches fire on the following round and within 3 rounds it will be a blazing ruin. One or two thanoi might hang back and try to keep the heroes from stopping their comrades, but all are eager to complete their mission.

Consequences: If the heroes eliminate all of the thanoi or no thanoi are able to reach the iceboats in six rounds, victory is achieved in this objective. If the heroes could not eliminate all of the thanoi and one or more of them got past to set fire to a ship, the Ice Folk will have fewer iceboats to use in escape. Regardless of the outcome, after eight rounds there is a tremendous roar from the skies and the Dragon Highlord arrives, riding a huge white dragon. Harald's Ice Folk all break from the wall and run for the iceboats, just as a stiff breeze picks up from the west.

OBJECTIVE 3: GUARD THE RETREAT (EL 14)

Victory Conditions: Hold off the enemy until the iceboats can sail away.

Duration: Seven rounds.

The Opposition: Two squads of thanoi, two squads of minotaur infantry, **Flight Marshal Ronox de-Jaska** (LE male minotaur fighter 9/legendary tactician 3), **White Dragon**

Highlord Feal-Thas (CE male Silvanesti elf wizard 5/fighter 3/winternorn 4/dragon highlord 1), and **Sleet** (CE female old white dragon).

☞ **Ronox de-Jaska:** hp 92, see page 169

☞ **Feal-Thas:** hp 46, see page 166

☞ **Sleet:** hp 276, see page 169

☞ **Minotaur infantry (12):** hp 28, see page 172.

☞ **Thanoi warriors (24):** hp 48, see page 174

☞ **Ice bears (2):** hp 51, see page 171

The Situation: It will take the Ice Folk seven rounds to reach the iceboats, hoist the sails, and set off. Feal-Thas is only here to create panic and help his forces out, briefly; Sleet breathes across the harbor wall, killing any remaining Ice Folk left behind to hold off the attackers. Satisfied, the Highlord wings off. All of the heroes present must make a Will save against Sleet's frightful presence. The dragon and rider fly away, and the White Wing forces pour through breaches in the harbor wall and into the camp. The opponents listed above represent the spearhead of this new wave, and must be engaged by the heroes.

Ronox de-Jaska, the leader of this assault, always heads for the biggest or strongest-looking hero in this battle. He will always be accompanied by two minotaur infantry. If the battle doesn't seem to be going well for him, he withdraws, and the heroes will run into him again at Icewall Castle.

Consequences: If the heroes keep the White Wing forces from reaching the iceboats, then the Ice Folk survivors manage to escape. The last iceboat to leave is the *Icedrake*, captained by Harald, who calls for the heroes to join him in leaving. If the heroes can't keep the opposition from breaking through, then many of the Ice Folk don't reach their ships as the thanoi and minotaurs cut them down.

OUTCOME OF THE BATTLE

Assuming the heroes survive the three stages of the battle, Harald offers them passage away from the Ice Folk camp. By the next day, they have arrived at an older camp, one that they hope will remain safe until the next onslaught. The chieftain will give the *Icedrake* to the heroes for their own use, charging them to travel to Icewall Castle and deliver appropriate vengeance.

The results of the three objectives will directly influence how many of the Ice Folk managed to get away. Refer to the **Outcome of the Battle** table. Add up all of the percentages in each column that apply; this represents the percentage of the Ice Folk camp that were killed or lost in the battle.

OUTCOME OF THE BATTLE

Objective	Success	Failure
Hold the Southern Wall	-10% losses	-25% losses
Repel the Flank	0% losses	-15% losses
Guard the Retreat	-15% losses	-30% losses

ICEWALL CASTLE

Sitting astride the massif of the Icewall, Icewall Castle is ideally situated to command the southern portion of the glacier. At one time a normal stone castle, high up on a rocky

promontory of an island in the seas south of Tarsis, the castle evolved into its present state following the Cataclysm and subsequent glaciation of the region.

The remainder of the action in this chapter takes place at Icewall Castle and in the dungeons beneath it. Once the heroes have climbed the Icewall itself and negotiated its dangers, they can explore the castle, wherein they will encounter Feal-Thas's forces. If they are fortunate, they will also recover the fabled *dragon orb* that they read about in the Library of Khrystann.

GETTING TO ICEWALL CASTLE

Important Rules: Climb skill (see **Chapter 4: Skills** in the *Player's Handbook*); Avalanche rules (see **Chapter 3: Adventures** in the *Dungeon Master's Guide*).

Following the events of the Battle of the Ice Reaches the heroes' next task is to make their way to Icewall Castle in search of the legendary *dragon orb*. The journey takes one day by iceboat and 3 days on foot; it may be as quiet or as eventful as you wish. As soon as the heroes come in sight of the structure, read or paraphrase the following:

A sheer cliff of unbearable whiteness rises cold and aloof from the flat of the glacier. The sides are icy and rugged, in most places standing straight and unclimbable. A few steep gullies and crevasses cut across the face, but all of them look like last resort routes.

As you move closer and the cliff becomes more clearly defined, a snowy projection can be seen jutting above the rim of the Icewall. A swirling fog of white seems to envelop the structure. Close scrutiny reveals the remains of a stone tower, bent perilously outward from the weight of many winters, and the vague outline of an ancient parapet.

Icewall Castle awaits.

THE CLIMB

This scene occurs when the players have made their way to the foot of the Icewall Glacier. Read or paraphrase the following when they reach the base of the climb:

Huge chunks of ice clutter the foot of the Icewall. In the last half hour, no less than four avalanches have broken free on different parts of the cliff, cascading downward with icy fury.

Several routes offer possible climbing paths, but none of them looks easy or safe. Crouching overhead, strategically placed on its promontory, the castle menaces the whole region. Virtually every nook and cranny on the wall can be observed from the castle; you have the feeling that unseen and sinister eyes watch your every move.

The Situation: The heroes must decide how they wish to ascend the Icewall. It is roughly a thousand feet from the base of the wall to the top of the ridge where Icewall Castle is located. A climb takes about 12 hours. The cliff face is surfaced with rough slippery ice that offers handholds, but must be climbed with extreme caution. The Icewall is riddled with shallow fissures, ledges, and small caverns that could offer a place for the heroes to rest half way up the wall if they choose.

Attempting the Climb: If the heroes tie themselves together they can provide themselves with some insurance against one of them slipping or falling. Falling from the Icewall will almost certainly be instant death. The following rules assume that any party climbing the Icewall will be tied together. If none of the players has any rope, there is some in the iceboat they arrived on. Make sure you write down the order in which the heroes are ascending the Icewall, it will be important later.

To simplify the sheer number of climbing checks needed to scale the Icewall, ask the player of the hero with the most ranks in Climb to make a Climb skill check and have all the other players carry out Aid Another actions. DC 10 Strength checks, minus armor check penalties, add +2 to the lead climber's total. Compare the result to the following table to see how far they progress with each check. There are a total of 12 stages up the Icewall, each normally taking an hour, but the heroes may make swifter progress.

If the total is less than 15, the attempt was somehow bungled or one or more heroes lost their footing. All heroes must make DC 15 Reflex checks to avoid falling. If one or more heroes fail this save, the strongest hero can make a DC 20 Strength check while the other heroes assist with Aid Another actions (DC 10 Strength checks). Each Aid Another success adds +2 to the Strength check total. Subtract 2 for each additional hero who is falling. If they make the Strength check the person is caught and the group can attempt another Climb Check. If the Strength check fails, falling heroes take 2d6+14 damage and are one stage lower on the Icewall. The others will need to descend one stage before continuing up.

Development: It's possible that the heroes may have alternate means of getting to the top of the Icewall. A wizard might cast *levitate*, for instance, which will eliminate the need for a Climb check. Remember that it is 1000 feet in height and that the top of the cliff is shrouded in snowstorm conditions, making flying very difficult. You should reward clever and resourceful plans, however, since this kind of obstacle is not easy and demands some thought from the players.

Eventually, once all 12 stages are completed, the heroes will have reached the top of the Icewall. If the heroes are having an easy time of it, you can add **Scene 2: Avalanche** in at Stage 8.

AVAILANCHE!

This event only occurs if the heroes are climbing the Icewall and they have successfully made it to Stage 8 in the climb.

Hours pass and the world shrinks to a narrow stretch of steep ice, leading always upward. Muscles tense and ache from the fatigue, and hundreds of feet of ice must still be climbed before the top of the Icewall can be reached. All

Icewall Castle

Upper Reaches

Lower Reaches

Legend

1. Cave's End
2. Storeroom
3. Courtyard
4. Ruined Buildings
5. Bear House
6. Minotaur Hall
7. Minotaur Barracks
8. Thanoi Caves
9. Highlord Chamber
10. Library
11. Tower
12. Glacial Spring
13. Egg Room
14. Icicle Row
15. Remorhaz Room
16. Sleet's Pantry
17. Sleet's Lair
18. Catacomb's Exit





the while the castle waits, observing the efforts of a few antlike humans, and perhaps chuckling to itself.

Suddenly, a crack shatters the stillness of the glacier. With that split-second warning, a huge sheet of ice breaks free and those in the rear of the party feel the world drop away. A narrow ledge, moments ago buried in ice, appears about fifty feet below the last climber.

The Situation: The last three heroes are atop the ice that breaks loose, and will slide down the cliff with the ice unless they are saved. Each of the three must make a DC 17 Reflex saving throw to scramble onto another ridge of ice adjacent to them. A successful check indicates the user was able to regain purchase. A failed check will force all the other players to try and support the weight of the falling party members.

The strongest player must make a Strength check (DC 20 + 5 for each player that failed the save) while the other players may make Aid Another actions (DC 10 Strength check to add +2 to the strongest player's total). If they succeed, the falling heroes are caught. If the Strength check is failed all the party members fall from the Icewall to the newly exposed ledge 50 feet down from their present position, taking 5d6 points of damage.

If the heroes haven't fallen to the ledge, have the players make DC 15 Spot checks. Success reveals that the new ledge (which may be safely reached, taking 10 minutes) has some kind of opening or cave mouth. Continue on to **The Secret Way**.

THE SECRET WAY

If the heroes are climbing and have survived the avalanche you can read or paraphrase the following:

The ledge revealed by the slide leads into a dark, previously concealed cave in the ice. The route up the cliff remains intact and is still climbable. As the flying snow and thunder of the avalanche subside, you notice that the ledge and cave are the only places where you are out of the castle's field of view.

If the party chooses to continue the climb (a distance of approximately 200 feet), they reach the top of the wall without incident and may easily walk to the castle. The icy steps to the east of **IC 3: Courtyard** leading up to the structure represents the only way to pass from the Icewall to the castle, but an ambush is set up on their route. Proceed to **Ambush!** on page 43.

If the heroes choose to the journey through the cave, the watchers in the castle see nothing of them after the avalanche, and assume the entire party perished. The cave winds around, varying in size from very narrow passages to huge caverns. After about a half hour, the cave system finally ends at **IC 1: Caves End**. If the heroes choose to go through the caverns proceed to the next scene, **Lancer**.

LANCER

The scene occurs when the heroes explore the cave system described in **The Secret Way** but before they reach **IC1: Cave's End**.

The chill blue walls of the narrow ice cave once again open into a large chamber. This also has the bluish, clear walls and floor, but the wall to the left holds a darkness of some sort—a solidity that is different from the pure translucence of the ice. A reflection of the torchlight hints of gleaming gold buried in the ice.

If the heroes investigate, inform them that each light source they bring over to the clear wall sheds more light on the object inside. When all available light has been brought over to the wall, read this:

What at first appeared to be a pile of gold coins is now revealed as a coat of gleaming scales on a serpentine body of incredible size. Even though the leathery wings and sinuous tail are lost in gloom, the awesome form of a gold dragon is easily discernable.

This dragon has a rider, also frozen in the ice, but it is not a Dragon Highlord! The heavy shield on the rider's left arm is emblazoned with the kingfisher sign, embellished with a sword, a crown, and a rose. Even now, this remains the insignia of the Knights of Solamnina.



But something else overshadows even this discovery. Cradled in the rider's right arm, thrusting forward with slim, deadly precision, a silvery shaft extends several feet before ending in a splintered tip.

Here, frozen in the ice of a timeless glacier and hidden from the eyes of the world for untold hundreds of years, lies a clue to the secret of the ancient dragon wars: a warrior, riding a dragon of good, carrying a weapon that must be a *dragonlance*!

The Situation: These are the perfectly preserved remains of a Knight of Solamnia and his mount from the time of the Third Dragonwar. If the heroes want to take the lance, they must chop the ice away from the frozen Knight. Chipping away at it could take hours. Alternately, use of fire-based spells can make this a much swifter process, as the ice takes double damage from any heat. The splintered haft of the lance is only 4 feet long and can be carried along easily.

Block of Ice: 1 ft. thick; hardness 5; hp 120; Break DC 35

Development: After this event, proceed to the keyed entries for Icewall Castle, beginning with **IC1: Cave's End**. In the unlikely event that the heroes attempt to use magic to bring the Knight back from the dead, they will fail; the Knight's spirit has long since journeyed along the Progression of Souls and will not return.

Treasure: Any Solamnic Knights in the party, such as Derek Crownguard, as well as the Idealist (even if the archetype isn't taken by Sturm) should consider the option of stripping the knight of his armor or animating him with magic to be the height of dishonorable conduct, but if the players are adamant that they want the frozen knight's armor, it is a suit of +1 *half plate*. The *dragonlance* itself is useless, its magic lost, although arcane sight will reveal that it was indeed once an enchanted weapon of great power. It cannot be effectively repaired, but studying it may be of interest to the Knights, and the sight of it could delay an attack from Sleet (see **IC17: Sleet's Lair** on page 45).

FEATURES OF ICEWALL CASTLE

Icewall castle is divided into two sections: the **Upper Reach** (IC1 to IC11), including the old courtyard and some of the ancient buildings of the original castle, and the **Lower Reach** (IC12 to IC18), a network of tunnels in the ice beneath the original castle.

All of the doors in the castle, unless otherwise specified, are wooden and often recycled from other sections of the structure. They are typically latched, rather than locked, from one side; opening them requires forcing the door. The walls are stone, often covered in a thin layer of ice, making them very hard to climb.

Standard Icewall Castle Door: hardness 5; hp 15; Break DC 16.

Standard Icewall Castle Wall: 1 ft. thick; hardness 8; hp 90; Break DC 35; Climb DC 30.

PEOPLE TO MEET IN ICEWALL CASTLE

The following short biographies detail the primary antagonists in Icewall Castle.

DRAGON HIGHLORD FEAL-THAS

CE male Silvanesti elf wizard 5/fighter 3/winternorn 4/dragon highlord 1

Feal-Thas is a Silvanesti elf wizard falsely accused of a crime of passion and driven from Silvanost before the Cataclysm. Feal-Thas is a master of the sword as well as spells, and while never officially branded a renegade mage, he does not concern himself with the Orders of High Sorcery. His bitter hatred of his fellow elves turned him to darkness, and he sought to aid the Dragonarmies in taking the elven homeland. As a reward for Feal-Thas' valuable knowledge and obvious talent, but hateful of elves himself, Ariakas has appointed Feal-Thas the Dragon Highlord of the White Army—the weakest and most distant of the five branches of the Evil forces. Despite this, Feal-Thas claimed Icewall Castle, where he earned the trust of the white dragon Sleet and the walrus-like thanoi. He is presently establishing an alliance with the ogres and giants of Daltigoth, and guards a powerful artifact once housed in the Tower of High Sorcery at Wayreth—a *dragon orb*. **Starting Attitude:** Unfriendly (Hostile towards elves)

See **Fury of the Highlord** under **Things That Happen In the Upper Reaches** for information on encountering Feal-Thas in the Castle. Feal-Thas is usually found in **IC9: Dragon Highlord's Chamber** or **IC10: Library**.

FLIGHT MARSHAL RONOX DE-JASKA

LE male minotaur fighter 9/legendary tactician 3

When the minotaur emperor sent a legion of his minotaurs to Icewall, he made sure to dispose of as many political rivals as he could in the process. Ronox de-Jaska was a brilliant general whose family opposed the emperor; against his will, he was made an officer in the White Dragonarmy and promptly exiled from the minotaur homelands. Feal-Thas has no Highmasters, but as one of the finest Flight Marshals in the White Wing, Ronox stands a good chance of being promoted once the deal with Daltigoth is sealed. Vicious and uncompromising, Ronox loathes having to follow the orders of an elf, even a dark elf, but he knows he has no future back in the north. **Starting Attitude:** Unfriendly.

If the heroes have already dispatched with Flight Marshal Ronox de-Jaska in the Battle of the Ice Reaches (page 35), he will not be here at Icewall Castle. If they have not, however, then he continues to be a threat to the heroes and will pursue them once they defeat Feal-Thas and flee the castle with the *dragon orb*.

SLEET (TERRISLEETIX)

CE female old white dragon

Sleet is an impressive specimen of a white dragon, and is more agile than many dragons despite her size and advanced years. She was one of the first white dragons aroused from slumber by Takhisis and was instructed to serve as the mount of Feal-Thas, the White Dragon Highlord. The dark elf's plots and schemes impressed her at first, but she has become increasingly irritated at the arrogant and distasteful little man.

Her fear of Takhisis is enough to keep her from disposing of the Highlord and leaving the Dragonarmies, as she has no desire to conquer Ansalon. *Starting Attitude:* Hostile.

Sleet's aggressive nature often gets the best of her, and she has been known to charge headlong into a fray. Occasionally, she will even forget to use her breath weapon until combat has already begun, although Feal-Thas typically makes certain she has a plan of attack when they fight together. The heroes may encounter her at the Battle of the Ice Reaches briefly, but they're more likely to engage in combat with her in the **Lower Reaches** of Icewall Castle (page 44).

ICEWALL CASTLE GARRISON

Depending on how the heroes reach Icewall Castle and what they do when they get there, the minotaur and thanoi garrison may be alert, spread out, or unaware. Along with the Dragon Highlord and his mount Sleet, Icewall Castle is protected by the following forces. Flight Marshal Ronox de-Jaska is commander of these two units, and if either he or Feal-Thas is killed, the two units are plunged into anarchy and chaos, fighting amongst each other as well as any heroes nearby.

Creatures: The garrison is made up of 2 squads of 5 minotaur infantry (LE male minotaur warrior 5), each lead by a war chief (LE male minotaur fighter 8), and two squads of 7 thanoi warriors (NE male thanoi warrior 3), as well as 3 ice bears and two winter wolves. The minotaurs are barracked in **IC7: Minotaur Barracks**, while the thanoi occupy crude quarters in **IC8: Thanoi Caves**. The ice bears live in **IC5: Bear House** some of the time, but if the castle is alert they watch the stairs. The winter wolves are almost always with Feal-Thas, except when he is out riding Sleet, and thus lair in **IC9: Dragon Highlord's Chamber**.

☞ **Minotaur infantry (10):** hp 28, see page 172.

☞ **Minotaur war chiefs (2):** hp 65, see page 173

☞ **Thanoi warriors (14):** hp 48, see page 174

☞ **Ice bears (3):** hp 51, see page 171

☞ **Winter wolves (2):** hp 51, see *Monster Manual*.

Tactics: The minotaurs and thanoi do not work very well together. They tend to group into squads, attacking intruders as a unit, but they never assist each other or provide support (such as flanking or Aid Another checks) unless the circumstances happen to present that option. The ice bears work well with the thanoi, but not the minotaurs. Each of the two war chiefs takes command of a single squad, and both take orders from Ronox de-Jaska if he is present. All forces take orders from Feal-Thas above all other commanders, of course.

Refer to **Ambush!** and **Courtyard Battle** under **Things That Happen in the Upper Reaches** for more information about how these groups deal with the heroes. Confronting all of the garrison at once is most likely too much for the heroes to handle, so be sure not to have them take on all of these warriors unless they have made some seriously poor decisions!

KEY TO UPPER REACHES

Important Rules: Balance, Climb, Decipher Script, and Knowledge (arcana) skills (See **Chapter 3: Skills** in the *Player's Handbook*); falling damage (see **Chapter 8: Combat** in the *Player's Handbook*).

If the heroes take the tunnel revealed by the landslide they enter the castle in **IC 2: Storeroom**. Otherwise, they must climb the stairway east of **IC 3: Courtyard**, since the slopes around the castle are too steep and slippery for even a thief to climb. Areas around the edge of the map are completely buried in ice and snow. Great amounts of digging reveal a hard stone floor, but nothing else.

IC 1: CAVE'S END

The long tunnel from below ends in a deep chasm, disappearing into a bluish-black crack unimaginably deep. The ice of the tunnel still retains its blue color, except to the left where it is a light, almost whitish color. The chasm is 100 feet across and drops straight down for 400 feet.

Any character smashing on the lighter portion of the ice will break through into **IC 2. Storeroom**.

Thin Ice Wall: 2 in. thick; hardness 5; hp 20; Break DC 25.

IC 2: STOREROOM

This large room has been formed out of roughly hewn stone blocks. A huge pile of peat takes up the entire northeast corner, reaching a height of 10 feet. An assortment of large barrels containing wine plundered from the vineyards of Abanasinia stand in neat rows against the southern portion of the west wall. Rope, shovels, carpentry tools, blacksmith tools, five longswords, seven battle axes, and 24 spears rest in haphazard disorder on several racks attached to the north wall.

If the heroes enter the room from **IC 3. Courtyard**, they see a lighter patch of ice on the north wall. If they break through this they will be in the tunnel leading to scene **IC 1: Cave's End**.

Thin Ice Wall: 2 in. thick; hardness 5; hp 20; Break DC 25.

IC 3: COURTYARD

This massive open courtyard has definitely seen better days and warmer weather. A tall fountain spouts clear water, an oddity in this frozen place, and doors to several castle buildings open into this area. The fountain is magical, which is why it hasn't frozen; a character taking a drink from the fountain heals 3d6 points of damage. The water loses this property once it is removed from the fountain basin and a draught from the fountain only heals a character once in every 24 hours.

The two streams that flow from the fountain are shallow, but swift. The bottoms of the streams are slippery and force a DC 15 Balance check to cross. Failure means that the hero slips on the icy bottom and is carried 50 feet downstream. If the hero has not reached the downspout then they are allowed a DC 20 Reflex saving throw to catch the edge of the stream and a DC 15 Strength check to pull themselves out or continue to be carried the rest of the way to the downspout. The downspout at the end of the streams leads to **IC 15: Remorhaz Room** in the **Lower Reaches**.



IC 4: RUINED BUILDINGS

Although the crude stone walls are still intact, the ceiling and doors here have caved in. Broken stone blocks lie among snowdrifts and a few splintered remains show where furniture might have stood in some forgotten era.

IC 5: BEAR HOUSE

The doors to this area are heavy and latched, and rebuilt from ruined materials. This area is home to the ice bears that the thanoi have trained. The room is covered in excrement, bones, and frozen blood. If this door is opened before any alarm has been raised the bears will be quietly sleeping.

IC 6: MINOTAUR HALL

This large room serves as the headquarters for the minotaur regiment garrisoned at Icewall Castle. The minotaurs that are off-duty spend their time around the fire-pit warming themselves, eating, drinking, gambling, and cleaning their weapons and armor. The crates and barrels in the room contain the unit's supplies.

IC 7: MINOTAUR BARRACKS

This room contains ten cots lined up in two perfect rows and made up with expert precision. Small trunks sit at the end of each cot. The far walls are comprised of crumbling masonry and slabs of ice. The minotaurs of Icewall Castle take turns sleeping in shifts in this room. If the castle is on alert or a fight breaks out (see **Courtyard Battle**) this room will be empty, otherwise 5 minotaurs can be found sleeping here.

IC 8: THANOI CAVES

The south end of the courtyard is encased in ice. Two tunnels have been carved into the side of the ice and snow leading to a cavern that stinks of spoiled fish. A few bits of leather and some dirty piles of fur are scattered around the cavern.

This entire region of the castle is buried beneath a huge snowdrift, long since frozen solid. Two tunnels have been excavated; they lead to a cavern that serves as the living quarters for the thanoi warriors serving Feal-Thas. These caves will be unoccupied if any battle has occurred with any thanoi warriors in **IC 3: Courtyard**.

IC 9: DRAGON HIGHLORD'S HAMBER (EL VARIES)

A fire blazes within a huge stone fireplace on the far side of the room. Thick furs cover the walls and floor and blanket a large bed that rests on one wall. A candelabra with several dozen flickering candles stands on a table near the center of the room, and another door leads through the wall on the right. Next to the table stands a massive trunk with its top slightly ajar. A large lock lies on the floor beside the trunk.

This is the bedroom of Feal-Thas, Dragon Highlord of the White Wing. Assuming the heroes have been spotted or created a scene in the courtyard, the villain has carried all of his possessions into the library next door. He awaits the heroes in the library (see **Fury of a Highlord** under **Things That Happen In the Upper Reaches**). If the heroes have arrived at Icewall Castle without alerting anybody, you should decide if Feal-Thas is in here or in his library studying. His winter wolves are always here, however.

Creatures: This room is occupied at all times by Feal-Thas' winter wolves, unless he has set them to patrol outside or some other task. They aren't much threat to the heroes, but they are an obstacle and serve as a warning for Feal-Thas himself.

☞ **Winter wolves (2):** hp 51, see *Monster Manual*.

Tactics: The wolves, if alone in the room when the heroes arrive, immediately howl and attack. They prefer to exhale their cold breath weapon on smaller creatures before tearing into them with their vicious bites. The wolves are intelligent and capable of reasoned withdrawal if the going gets rough. They hope to at least make enough noise in the space of one or two rounds that their master in **IC10: Library** will be warned.

If Feal-Thas is here, of course, the winter wolves will work with him to bring a swift and deadly end to the heroes, if possible.

Trap: The door to this room is trapped. If a DC 25 Open Locks check is unsuccessful, or if the door is smashed open, a ten foot section of the floor front of the door collapses sending anyone who fails their Reflex Save down a chute of ice into **IC 14: Icicle Row** in the Lower Reaches taking 3d6 points of falling damage.

☞ **Sliding Pit Trap:** CR 2; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 25); DC 20 Reflex save avoids; slide and 30 ft. deep (3d6, fall); multiple targets (each target in four adjacent 5 ft. squares) Search DC 24; Disable Device DC 19. Market Price: 3,400gp.

IC 10: LIBRARY

This room is illuminated by a low fire burning within a massive stone hearth. Several tables of highly polished wood and equally fancy chairs lend an atmosphere of high-class comfort to the room. Rich woven rugs blanket the floor and a number of shelves line the walls. These contain many leather-bound tomes of apparently great age, most which are in Elven, some even in the ancient Nethari script. The primary subject matter of the works is ancient history.

Treasure: The heroes can discover the secret door in the room with a DC 20 Search check. Behind it they will find a small room containing a desk and writing table. The desk has four draws. Three of these are unlocked and contain only writing materials. The fourth door is locked (Open Lock DC 30). It contains a scroll with three spells, all CL 9: *baleful polymorph*, *fly*, and *haste*. On the table are the Highlord's spell books which he did not have time to collect; for information on their contents, see his stat block in the Appendix.

The Dragon Highlord tossed his private journal into the fireplace of the library just before the heroes entered. Scattered remnants of the journal are still barely legible.

"The enemies of the Highlords are rumored to gather at Sancrist Isle."

"The secret of the Dragonlances is (illegible passage)... Foghaven. Is there...place or...legend?"

"Must gain the...of the lance before the...Solamnia!"

"Orb safe...lower reaches."

IC 11: TOWER

This is an old stone tower that is leaning precariously and is probably only held upright by the ice and snow outside. A set of stone steps spirals up and down this tower. Climbing these stairs is tricky as they are each covered in ice. If anyone moves faster than half their base speed up the stairs they will have to make a DC 15 Balance check or lose their footing, resulting in a slide down the stairs and 1d4 points of damage for every 10 feet they fall. A DC 15 Tumble check will arrest a fall at any point after the first 10 feet.

The stairs ascend and descend 40 feet from the Upper Reaches. Heading up the stairs the spiral stairway becomes more and more difficult to climb as ice and snow obscure the steps. The heroes can proceed about 40 feet up before the ice clogs the entire staircase. Narrow arrowslits can be cleared at various points to afford a view of the courtyard or of the sheer cliff below.

If the heroes head down the stairs they emerge in a small tunnel that has been carved out of the ice. The tunnel travels for about 90 feet before opening into the Lower Reaches of Icewall.

THINGS THAT HAPPEN IN THE UPPER REACHES

The following scenes occur at various points as the heroes explore the Upper Reaches. If they arrive by the stairs, then run the **Ambush!** scene. If they come through the tunnels and surface at **IC1: Cave's End**, then refer to the information in **Courtyard Battle**. The final scene, **Fury of the Highlord**, can take place at any point the heroes encounter Feal-Thas, which is usually in **IC10: Library**.

AMBUSH! (EL 12)

This scene occurs only if the heroes ascend the icy stairs atop the Icewall, since the entire route up the cliff is visible to the occupants of the castle. If the stairs are climbed, the ambush is sprung!

The Situation: The occupants of the castle are aware of the players traveling up the stairs and are lying in wait. A squad of minotaur infantry (LE male minotaur warrior 5), their war chief (LE male minotaur fighter 8), and a squad of thanoi (NE male thanoi warrior 3) are poised to attack, while the ice bears block the top of the stairs. Ordinarily, the humanoid creatures would be in **IC3: Courtyard**.

Creatures: Five minotaurs, a minotaur war chief, seven thanoi, and three ice bears.

☞ **Minotaur infantry (5):** hp 28, see page 172.

☞ **Minotaur war chief:** hp 65, see page 173

☞ **Thanoi warriors (7):** hp 48, see page 174

☞ **Ice bears (3):** hp 51, see page 171

Tactics: Each round, at least one if not all of the individuals in the two squads of defenders drop large chunks of ice onto the heroes, hoping to deliver some initial damage before they get too close. Each hero must make a DC 13 Reflex save; failure indicates 2d6 points of damage. The enemy forces occupy ledges 50 feet above the stairs to the north and to the south, but as the heroes gain height they will get progressively closer until there's only a 5-foot drop, at which point the minotaurs and thanoi join battle.

Development: If the heroes get past these guards and the ice bears at the top of the stairs, a clamor will be raised, mobilizing the rest of the castle's defenses. For that, see **Courtyard Battle**.

COURTYARD BATTLE (EL 12)

This scene occurs once the heroes alert the castle to their presence and arrive in **IC3: Courtyard**. If they have already engaged with the creatures at the stairs in **Ambush!** then the opposition here comprises the remainder of the castle's forces. If they have yet to engage with the minotaurs and thanoi at the stairs, those forces are still posted at the stair ledges, and will be able to rejoin the main group in the courtyard once the battle gets going.

The Situation: When the heroes arrive here, two of the seven thanoi are actually in the courtyard; all the other opponents are still gathering their weapons and armor together and arrive on the second round. If the heroes have yet to dispatch with the forces at the stairs, those arrive on the fifth round.

Creatures: Two thanoi, joined in round 2 by five minotaurs, one minotaur war chief, and five thanoi, then (as appropriate) in round 5 by five additional minotaurs, one additional war chief, seven additional thanoi, and three ice bears.

☞ **Minotaur infantry (5):** hp 28, see page 172.

☞ **Minotaur war chief:** hp 65, see page 173

☞ **Thanoi warriors (7):** hp 48, see page 174

Tactics: This could become a very large fight if the heroes don't act quickly or with a sense of teamwork. The minotaurs and thanoi do not help each other out, and the ice bears (once they arrive) only listen to the thanoi. Refer to the **Icewall Castle Garrison** section on page 41 for more details. If the heroes flee or disappear down the downspout, the White Wing forces will not pursue them, but will inform Ronox de-Jaska and Feal-Thas of the situation, and they will be ready for the heroes if they surface again.

Development: Whether or not this becomes a huge fight, or just a distraction, is up to you. Ideally, the heroes should be able to get to the battle with Feal-Thas in this adventure, so feel free to tone down the opposition in the courtyard. Alternately, Feal-Thas could arrive (invisible thanks to his potion) in the courtyard and join in the battle himself, especially if the heroes don't find his forces to be much of a challenge.

FURY OF THE HIGHLORD (EL 14)

Run this scene when the heroes reach **IC10: Library**, assuming they have already been involved in a battle in the courtyard. You may modify it slightly if the heroes encounter Feal-Thas anywhere else in Icewall Castle. Normally, if the Highlord is warned of their approach, he performs the same series of preparations.

The Situation: Feal-Thas has drunk a *potion of invisibility* and thus cannot be seen. He stands quietly in the corner of the room where he is encountered, watching for the time being.

Creatures: Feal-Thas, Dragon Highlord; Feal-Thas' winter wolves may also be present.

☞ **Feal-Thas:** hp 46, see page 166

☞ **Winter wolves (2):** hp 51, see *Monster Manual*.

Tactics: Unless the heroes have some means of detecting him, Feal-Thas gets the first attack with surprise. He will cast whichever spell seems likely to be the most effective in this situation. He fights with his sword, but will attempt to break off combat to cast a spell whenever he can. The Highlord will become almost berserk if an elf attacks him and injures him, and this is perhaps the only way to keep him in melee. Otherwise, Feal-Thas stages his own withdrawal and lets fly with various aimed spells.

Development: If Feal-Thas survives, and the heroes escape, he may resurface anywhere else in the campaign. The two best choices are in Daltigoth, during the next chapter (where he replaces Flight Marshal Odenkeer), or at the Temple of Neraka in the final chapter of *Dragons of Spring*. He will have advanced a level (fighter or wizard; his levels in prestige classes will not change), and his hatred for the heroes will know no bounds. If the heroes do manage to kill him, Feal-Thas' minions (rogues, workers, and so on) will scatter from Icewall Castle, attacking each other and anybody in their way as they depart.

KEY TO THE LOWER REACHES

Important Rules: Balance and Tumble skills (See **Chapter 3: Skills** in the *Player's Handbook*); The Environment: Cold Dangers (see **Chapter 8: Glossary** in the *Dungeon Master's Guide*.)

The tunnels on this level are made entirely of ice, and have slick walls and floor. It costs 2 squares of movement to enter any square and all Balance and Tumble check DCs are increased by 5. A DC 10 Balance check is required in order to run or charge in the Lower Reaches. It is also severely cold, and without protective clothing all heroes must make DC 15 Fortitude saves once every 10 minutes or take 1d6 points of nonlethal damage.

The streams that rush across the floor are shallow but forceful. Characters may rope up and cross the streams safely or they can risk wading across without taking precautions. Characters who are not roped must make a DC 20 Balance check (includes the icy floor penalty in the Lower Reaches) when crossing. If unsuccessful, he is washed downstream and may make one more Balance check before being washed out into the waterfall located in between **IC 17: Sleet's Lair** and **IC 18: Catacomb's Exit**. Once they reach this spot stalagmites in the water prevent them from being washed further downstream.

IC 12: GLACIAL SPRING

From a crack in the eastern wall of this chamber a stream of water issues forth at high pressure. Clean and very cold, this water rushes along a trough it has worn in the ice.

IC 13: EGG ROOM (EL 10)

This corridor narrows before ending in a large cavern. At the center of the cavern is a large mound of snow.

The Situation: The snow pile conceals Sleet's eggs. She has entrusted four juvenile dragons, cousins of hers (see **Random Encounters on Icewall Glacier**, page 28) to watch over them and guard them against intruders.

Creatures: Four juvenile white dragons, which hiss menacingly and attack.

☞ **Juvenile white dragons (4):** hp 102, see page 172

Tactics: These immature dragons haven't learned a lot of tactical maneuvers, but they do know how to gang up on a target. They stay mobile, using bite attacks and moving about, rarely committing to a full attack. When possible, they unleash a stream of cold at their targets, and engage in flank attacks. Because they have been told to guard the eggs with their lives, they will not flee the area unless compelled to by magic or some other supernatural means.

Development: The four dragons attack anyone other than Sleet or Feal-Thas entering the room. They will not pursue the heroes past the stream at the entrance of the tunnel to their cavern.

Treasure: In the room there are 37 white dragon eggs, all approximately six months from hatching.

IC 14: ICICLE ROW

The roof of the cavern drops low over the stream here, and the splashing water has created a series of icy stalactites hanging from the ceiling.

The Situation: The water in the stream issues from the magical fountain in the Upper Reaches, and consequently these icicles have some unique properties. Although the magical water does not freeze when pure, as it mixes with the ice of the glacier it creates an icicle of surpassing hardness.

Treasure: There are 6 icicles hanging here. Each, if broken off with a DC 25 Strength check, will function as a +2 *frost shortspear* (the frost function is considered to always be active) but much like *frostreavers* the icicles lose some of their function in warmer temperatures, becoming merely +1 *shortspears* for 12 hours once introduced into 40 degrees F, and then useless after that. Fire magic deals double damage to the icicles and ignores hardness. The icicles and the water radiate moderate evocation magic, if a *detect magic* spell is cast.

IC 15: REMORHAZ ROOM (EL 10)

This high-ceilinged chamber is dominated by a spray of water showering from an overhead hole into a clear pool at the west end of the room. A stream follows the wall of the room to exit through a grate next to the door. Any hero entering this room via the streams and downspout of the Upper Reach emerges from the ceiling of the room and falls 20 feet into a pool of water 3 feet deep taking 2d6 points of damage. Such a character is able to fight the round after entering the room, but the room's inhabitant will gain a surprise round.

The Situation: This room is actually the home of a savage monster that is kept here for prisoner disposal. The door is of heavy wood, solidly reinforced with iron bands and barred on the outside. The beast is too big to leave the room by any of the exits, but it could burrow its way through if it were so inclined. Feal-Thas has commanded it to remain here, however, and the remorhaz so far has obeyed the dark elf.

Creatures: One very big and belligerent 16-HD advanced remorhaz.

☞ **Advanced Remorhaz** : hp 200, see page 170

Tactics: This monster has no treasure and fights to the death, trying to bite and then swallow as many of its opponents as possible.

Development: This monster could be a very useful ally if the heroes were somehow able to control it; its Intelligence is 5 and its initial attitude is Hostile, however, so standard diplomacy is out.

IC 16: SLEET'S PANTRY

The walls of this cavern are lined with people who would appear to be sleeping if it weren't for the frigid whiteness of their skin and the touch of frost that coats them. Warriors dressed in heavy furs, and refugees from the Tarsian plain all lie together here frozen in death.

These are the unfortunate victims of the white dragon Sleet, brought here and stored for future hungry moments. The heroes recognize some of the warriors of the Ice Folk. These are the men who perished on the harbor wall during the battle.

IC 17: SLEET'S LAIR (EL 15)

When the heroes enter this area, read or paraphrase the following:

Waiting in the shadows of her lair is the sinuous form of a huge white dragon. Wings tucked back and neck arched, the monster hisses a challenge from atop an impressive pile of gold, jewels, and strange glowing devices. On the near side of the pile, directly beneath the dragon, is a clear crystal orb. Behind her, at the far end of the cave, a waterfall cascades out of a crack in the wall.

The Situation: Sleet has been waiting for the heroes to arrive and is not taken by surprise unless they have somehow managed to arrive unnoticed or by other means. As she has a handy means of escape behind her, she is initially cocky and arrogant, as usual.

Creatures: Sleet, old white dragon.

☞ **Sleet**: hp 276, see page 169.

Tactics: Sleet will use a breath weapon when the initial fight begins, but she will save her second to help make an escape. If she is reduced to a third of her hit points (92 or less) she will attempt to flee into the maze of ice caverns in **IC18: Catacombs Exit**. She will jump across the stream and dive through the waterfall. Anyone following must cross the stream (DC 20 Jump and DC 25 Balance) and follow the dragon down the twisting corridors.

Development: If Sleet manages to escape, she has one more nasty surprise planned for the PCs; see **Sleet Attacks!** on page 46.

Treasure: The crystal orb beneath Sleet is the *dragon orb* the heroes have traveled so far to find. In addition to this priceless artifact, Sleet's hoard contains the following: *bracers of armor* +2; *ring of counterspells*; 7350 gold pieces; 4 freshwater pearls (8 stl each), deep blue spinel (400 stl), 3 alexandrites (500 stl each), 2 golden yellow topazes (700 stl each), boarskin cloak (80 stl), silver domino mask with onyx inlay (110 stl), cloth of gold cassock with ermine trim (130 stl), pair of matched crystal candelabras (400 stl), carved vallenwood chest with velvet lining (500 stl), brace of three silver daggers with lapis lazuli pommels (600 stl), set of ivory and obsidian chess pieces (1200 stl), platinum wall mirror (1400 stl), gold bracelet set with blue sapphires (3000 stl), and a crystal statue of a trio of prancing porpoises (6000 stl).

IC 18: CATACOMBS EXIT

A waterfall cascades between Sleet's lair and a hidden tunnel. The tunnel leads to a maze of caverns and ice passages. Sleet is familiar with every twist and turn and can easily evade pursuit. She will even go so far as to cave in certain passages to discourage anyone from following her. You may handle this like a chase, with Sleet evading the heroes as they attempt to catch up, or you may simply inform the heroes that she has fled and let them follow her trail to the catacomb exit a mile away from Icewall Castle.

LEAVING ICEWALL CASTLE

Once the heroes have survived Icewall Castle and obtained the *dragon orb* it should be evident that the best location to take the *orb* would be to Sancrist, the island home of the Solamnuc

Knighthood. In Haarlald's camp they learned of a location along the shores of Ice Mountain Bay that may have a vessel they could obtain to make their way west to the Isle of Sancrist.

Getting out of the castle and back down to the glacier should not pose too much of a problem for the heroes, although if they are running from an angry dragon or Dragon Highlord things might be more difficult. The following scene takes place if the heroes did not defeat Sleet in her lair.

SLEET ATTACKS! (EL 15)

Run this scene if Sleet was not encountered in Icewall Castle or if they did not kill her. This attack occurs the day after the battle in her lair, if that took place.

The whiteness of the glacier seems less harsh somehow than it did a few days ago. The sun shines brightly, warming bodies and hearts. The miles pass unnoticed. A gentle breeze caresses faces with tantalizing hints of salt water. Occasional gulls can be seen wheeling over the glacier.

All of this makes the shouts from others in your party of "Dragon! Dragon!" all the more chilling. Sure enough, winging her way over the glacier and escorting an ice boat full of horned minotaur warriors, is the serpentine figure of the white dragon, Sleet.

The Situation: As the party leaves the Icewall and starts its trek to Ice Mountain Bay, Sleet will attack, accompanied by a dozen minotaurs on an iceboat stolen from Harald's camp weeks earlier.

Creatures: Sleet, old white dragon, and 12 minotaur marines.

∞ Sleet: hp 276, see page 169.

∞ Minotaur marines (12): hp 36, see page 173.

Tactics: Whether the heroes are in a boat or on foot, Sleet swoops out of the sky while the minotaurs' iceboat closes in at high speed. This time, she fights to the death, as do the minotaurs. Remember the wounds that Sleet received in the prior battle, she will have regained 24 hit points for one night's rest and 12 hit points from a draught of the healing fountain, assuming it remains intact, for a total of 36 additional hit points.

ICE MOUNTAIN BAY

If the heroes move steadily westward, the following scene occurs five days after they leave Icewall Castle.

Seabirds have been constant traveling companions for the past day, and the breezes from the west are growing warmer and more salty. At last your goal is reached!

From atop a high cliff of ice you see the vast expanse of Ice Mountain Bay stretching in shimmering glory to the western horizon. Gleaming monoliths of ice rise from the water in many places, offspring of the massive glacier.

In no less than 10 places the icebound hulls of ships can be seen, grasped firmly in the grip of the ice. Three of the vessels have no masts, and

several more have been crushed and twisted by the inexorable pressure of the glacier. The ship farthest from land, however, seems reasonably intact, at least from this vantage point. Barely a hundred yards of ice separate the ship from open water, and the mast still juts proudly from a solid-looking deck.

If the heroes search further, they will find dozens of similar cases—ships cast ashore by the Cataclysm and, as the water crept back, locked solidly in unrelenting ice. None of these are in any better shape than the ship in the above description.

The cliff is 300 feet tall, with a sheer, icy surface. Heroes who attempt to climb down unaided will certainly fall. If no easy means of descent is available (rope or spells, for example), the heroes may work their way down, at the rate of 100 feet per day, by hacking steps into the ice.

The ship is 90 feet long and 30 feet wide amidships. A small cabin rests on her single deck. Two hatches, one each fore and aft, provide access to the long hold that runs the length of the ship. On the bow, faded but still visible, the characters can read the name *Windrider*. The hull of the ship is remarkably well preserved, but the sails have rotted. The iceboat sail will work perfectly. If the heroes do not think of the iceboat sail, they may piece the rotted canvas together, but such a patchwork sail will be unreliable and require constant repair.

While some of the heroes are chopping a path from the ship to open water (a task that will require 2-12 days to complete), others can seal the ships' hull with pitch from the hold and assemble the sail and rigging.

EPILOGUE

The chapter ends with the heroes sailing away on their recovered ship and heading northwest. Read or paraphrase the following:

The wind picks up as the glacier slowly drops astern; the *Windrider* seems to surge forward eagerly, parting the waves with great sprays of foam. The salt air is warm and tangy, and the western sea holds the promise of hope for the future. Perhaps on Sancrist, the mystical isle of the Council of Whitestone, some good tidings can be found of the battle against the Dragonarmies.

For now, it is enough to set the sail taut to catch the wind and ride the waves toward an uncertain fate.

WHAT NEXT?

The heroes' journey continues into **Chapter Six: Light**, with the opening scene *Wreck of the Windrider* page 48. If you wish, you may stage intermediary encounters out on the open water using standard aquatic encounter tables, or simply describe an uneventful few days until the shipwreck strikes.

CHAPTER 6: LIGHT

Silvara spoke strange words, and the moonlight poured down upon her, bathing her in its light. The moon's light shone upon the bubbling waters, making them come alive, dancing with silver. It shone upon the marble bridge, giving life to the knights who spent eternity crossing the stream.

But it was not these beautiful sights that caused the companions to clasp each other with shaking hands or to hold each other closely. The moon's light on the water did not cause Flint to repeat the name of Reorx in the most reverent prayer he ever uttered, or Laurana to lean her head against her brother's shoulder, or cause Gilthanas to hold her tightly, overwhelmed by a feeling of fear and awe and reverence.

Soaring above them, so tall its head might have torn a moon from the sky, was the figure of a dragon, carved out of a mountain of rock, shining silver in the moonlight.

"Where are we?" Laurana asked in a hushed voice. "What is this place?"

"When you cross the Bridge of Passage, you will stand before the Monument of the Silver Dragon," answered Silvara softly. "It guards the Tomb of Huma, Knight of Solamnia."

Dragons of Winter Night

By Margaret Weis and Tracy Hickman

SYNOPSIS

Having escaped the frozen lands of Icereach, the heroes find themselves cast ashore on the island of Southern Ergoth. Here, they are reunited with the elves of Qualinesti and encounter two other groups of elves: the haughty Silvanesti, who have fled their homeland far to the east, and the wild Kagonesti, who have become slaves to the other elves. The heroes cross paths once again with their old friend Theros Ironfeld, the smith from Solace, before they set forth once more to find the Knights of Solamnia in order to deliver the precious *dragon orb*. Their travels in the wilds of Southern Ergoth lead them to the mysterious Foghaven Vale, where they must foil the plans of a Dragonarmy officer and uncover the secrets of the Tomb of Huma.

NEW HEROES

Some of the heroes may have met an untimely end in the last chapter (this happened to Aran and Brian in the novels). This chapter introduces two new characters who may be used as player heroes following their introduction, much as Gilthanas and Tika were introduced in Chapter Two of *Dragons of Autumn*. The new characters are **Vanderjack** and **Theoden**, who appear in the **Wilds of Ergoth** and **Foghaven Vale** sections of this chapter, once the heroes have left the Elfrealms. **Theros Ironfeld** is a third possible player hero, although for the most part his role is secondary and he will be needed to forge new *dragonlances*, if the heroes manage to discover the pool of dragonmetal in the Stone Dragon and foil Odenkeer's plot. Lastly, the wild elf healer **Silvart** is a good candidate for a player hero if she is not the silver dragon D'argent. If you do not wish to use any of these characters as player heroes, their roles as NPCs

are just as entertaining. For more information on Vanderjack, Theoden, Theros, and Silvart, refer to their statistics in the **Appendix**.

THE DRAGON D'ARGENT

In the second volume of the *Dragonlance Chronicles*, *Dragons of Winter Night*, a shape-shifted silver dragon betrays her mysterious oath and leads the heroes to the fabled *dragonlances*. While the same event is the centerpiece of this Chapter, players who have read the book would have an unfair advantage if they knew the silver dragon's identity.

Thus, this adventure offers a number of characters that could be the dragon D'argent in shape-shifted form. D'argent has, as a silver dragon, the ability to take on an alternate form as either a humanoid or an animal.

Before play begins, either choose one of the below characters or roll randomly for D'argent's identity in this adventure.

d8	D'argent's Identity	Page Ref
1	The Kagonesti woman Silvart	50
2	The weaponsmith Theros Ironfeld	50
3	The mercenary Vanderjack	58
4	The Qualinesti leader Porthios	49
5	The gnome Theoden	67
6	The cooshee Dargo	50
7	The sabre-tooth tiger kitten Star	67
8	The muddled mage Fizban	20

In all of the options the dragon D'argent has the same priorities and fears. All characters mimicked have the following traits:

- seek to get the party to Foghaven and lead them (by advice, suggestion, or disappearance) to the *dragonlances*.
- afraid of nothing except dragons and draconians. The character will hide, cower, etc. when a dragon comes near.
- act in a lawful good fashion, trying not to kill.
- voluntarily leave the party when Fizban reveals her true identity in the Stone Dragon.

THEMES

This chapter continues the events of the second arc of the classic Dragonlance campaign as detailed in *Dragons of Light*. Light plays a largely metaphorical role in this chapter, with the revelations of a glorious past and the shining example of knighthood presented in the tales of Huma. The silver dragon D'argent is herself a source of radiance, an inspiration to the heroes, and a steadfast beacon of hope among the storm clouds of war, and the heroes may end the chapter bearing one or more of the fabled *dragonlances*, mighty instruments of light to use against their foes in the coming conflict.

AWASH ON ERGOTH

This chapter begins six days after the end of the last one, with the heroes having managed to sail their vessel the *Windrider* out of Icemountain Bay, around the cape of Kharolis, and north-west across the choppy waters of the Sirrion Sea past Nostar and Enstar. This journey covers over 450 miles of ocean, so that by the time of the first scene below, the heroes and their crew (if they have one!) are very likely exhausted. If you wish to drop in one or two marine encounters for the heroes in this time, consider a pride of 10 sea cats (EL 11, see *Monster Manual*) or



a kraken (EL 12, see *Monster Manual*). Otherwise, go easy on them for the time being, as the opening scene will certainly give them enough to worry about.

WRECK OF THE WINDRIDER [EL 12 OR 15]

Read or paraphrase the following when you are ready to begin. Substitute the name of the ship as necessary.

It has been six days since you left Icewall Glacier, six days of high seas in a ship three centuries old. In the best of times it would be uncomfortable; in the choppy water and gusting wind it is pure misery.

As the seventh day dawns, a strong breeze from the southeast heralds a coming storm. The *Windrider* is leaking from a number of small holes, and the storm may swamp her. Running before the wind is your only chance.

The ship braves several small squalls as it flees north. Ahead of you is the dark coastline of Southern Ergoth. You hear the breakers on the beach and the rumble of thunder behind you. Looking back, the lightning illuminates a white shape bearing down on the ship. It is a dragon.

The Situation: If Sleet is still alive, she has followed them all the way from Icereach; she is the dragon the heroes have sighted. Otherwise, this dragon is **Squall** (CE male mature adult white dragon), the mount of **Flight Marshal Odenkeer** (LE male civilized human fighter 6/rogue knight 4/legendary tactician 2). Sleet or Squall will each do their best to sink the *Windrider* and those who sail upon her by grounding the vessel on the rocky coast. Sleet seeks to recover the *dragon orb*; Squall has no such goal.

Creatures: Either a female old white dragon or a male mature adult white dragon.

☞ **Sleet:** hp 276, see page 169.

☞ **Squall:** hp 241, see page 180.

Tactics: The dragon remains upwind of the *Windrider* at a distance of no less than 30 feet. On the first round, the dragon breathes on the ship, attempting to catch as many targets on the deck as possible. Until the dragon's breath weapon is usable again, he or she will resort to flying by and swiping at the heroes using Fly-By Attack. Each time the dragon's icy breath hits the ship, planks and decking crack and splinter under the crust of frost, and after round one the deck should be considered slippery. The dragon flees if he or she is reduced to half its hit points.

Development: The *Windrider* is dangerously close to foundering on the rocks of the shoreline. If nobody is operating the tiller of the ship, the *Windrider* runs aground at the end of round 6. Any helmsman must make a DC 18 Profession (sailor) check or DC 18 Strength check each round to keep the ship afloat; this is a standard action. If the ship runs aground, any character standing on board must make a DC 15 Balance check each round or fall and take 1d6 points of nonlethal damage. At the end of round 10, if the boat is still afloat, it runs aground safely on the shoreline, but the ship is stuck.

WHAT HAPPENS NEXT?

When the heroes finally reach land, their adventure continues in area ER1. **Southern Silvanesti Lands** (page 54). Use the scenes described in **Things That Happen in the Elfrealms** (page 50) to handle the major events in this part of the adventure.

ELFREALMS in EXILE

This section includes details on all of the encounter areas included within the Elfrealms of Qualinesti and Silvamori, as well as information for the land itself. Use the encounter areas described in **Places to Go in the Elfrealms** to handle the heroes' movement throughout this part of Southern Ergoth, while **People to Meet in the Elfrealms** provides short summaries of key NPCs that the heroes might interact with.

TRAVELING THROUGH THE ELFREALMS

Important Rules: Overland movement (see **Chapter 9: Adventuring** in the *Player's Handbook*); Survival skill (see **Chapter 4: Skills** in the *Player's Handbook*); forest terrain (see **Chapter 3: Adventures** in the *Dungeon Master's Guide*)

The Elfrealms of Southern Ergoth, formerly inhabited only by the Kagonesti elves and other sylvan folk, have seen a dramatic change in the past few months with the arrival of the Silvanesti and Qualinesti refugees. The settlements of Silvamori and Qualimori and the work on the Hedge have modified the landscape near the coastline and along the Thon-Sorpon River. Elsewhere, however, the wilderness remains. Traveling through this region will seem strange and unfamiliar to most of the heroes, a land once untouched by much civilization. They should get the sense that the lands of the Kagonesti are being forever altered, and very likely not for the better.

For information about the wilderness closer to the Last Gaard Mountains refer to the **Wilds of Ergoth**, page 56.

WEATHER

The Elfrealms are quite cool and occasionally visited with rain and fog at the beginning and the end of the day. Daylight temperatures in the winter months (during this adventure) reach a high of 55 F; evening temperatures drop to as low as 30 F toward the mountains. If the heroes are dressed warmly, they should be able to avoid the risk of exposure overnight, and campfires will drive away the worst of the chill. The fog rolls over the mountains and settles through the trees in the Elfrealms, joining with fog that rises from Harkun Bay. Visibility is hindered as much as an hour after dawn and an hour before dusk.

FLORA AND FAUNA

The shores of Harkun Bay and the woodlands of the Elfrealms are home to a wide variety of plants and animals. Most of the forest is coniferous, including pines, oaks, and spruce, although maple trees and some large shrubs and creepers grow closer to the shoreline. Fruit and spice trees are prevalent, as are many herbs that are useful for preparing healing poultices and teas.

Deer, elk, and a number of smaller herbivores share the woodlands with predatory animals such as wolves and mountain lions, especially in the elevated regions. Dire animals are occasionally sighted in the thicker forests: dire boars, dire wolverines, and dire wolves, especially. Other,

more bizarre animals can also be found in the Elfrealms, straying from the north and east, such as axe beaks and baluchitheriums (the gigantic mounts of the ogres.)

PEOPLE TO MEET IN THE ELFREALMS

The following NPC capsules give useful information about significant NPCs that the heroes may encounter in their time within the Elfrealms.

ALIONA

CG male Qualinesti elf noble 5/ranger 5

Aliona is a young elf, as they reckon their years. He is the leader of the Youngbloods, a faction of young Qualinesti who feel themselves to be superior to the haughty, overbearing Silvanesti. The Youngbloods raid Silvanesti lands, disrupt Silvanesti hunting, and encourage Kagonesti elves to escape servitude. These Youngbloods wanted to fight the Dragonarmies when their people went into exile, but now raid their cousins out of boredom. Aliona, like most Youngbloods, grew up on tales of Gilthanas and, to a lesser degree, Tanis. They believe the Qualinesti would be better off if Gilthanas, not Porthios, were heir to the Speaker of the Sun. **Initial Attitude:** Indifferent.

BELTHANOS

LG male Silvanesti elf noble 10

A noble in the Silvanesti House Royal, Belthanos Caladon was entrusted by his cousin Lorac, the Speaker of the Stars, to take his people west to safety. Belthanos is a by-the-book courtier and not a warrior. He believes he is Lorac's proxy for all matters on Southern Ergoth and tries to ignore any feelings of doubt or apprehension over Lorac's fate. Belthanos has no desire to succeed Lorac on the throne but will not shirk his duties in exile. When he feels threatened, Belthanos will usually summon his guards and have the threat dealt with as quickly as possible. **Initial Attitude:** Unfriendly (to non-elves), Indifferent (to non-Silvanesti elves), Friendly (to Silvanesti).

MERATHANOS

NG female Qualinesti noble 4/ranger 3/wizard 3

The Lady Merathanos was born of Qualinesti and Silvanesti parents, making her almost an outcast before she had even matured to adulthood. The struggle to make something of herself, reclaim her station among the Silvanesti's House Woodshaper, and master the skills of bow and spell have made her bitter and deeply prejudicial. At the moment, Regent Belthanos has accepted her among the elves of Silvamori, as a slight to Solostaran; the Qualinesti Speaker of the Sun has been considering offering Merathanos a place in Qualimori but the crossing to Southern Ergoth has occupied far too much of his time. The heroes may discover the Lady Merathanos' dual ancestry, perhaps as a result of talking with Silvart; they might be able to use this to their advantage later. **Initial Attitude:** Unfriendly.

PORTHIOS

LG male Qualinesti noble 3/fighter 7

The son and heir of the Speaker of the Sun, Porthios is the elder brother of Gilthanas and Laurana and was introduced in *Dragons of Autumn*. Unlike his siblings, Porthios has remained with his people and helped them in their flight before the Dragonarmies. He has supported his ailing father and it was his

ship that first found Harkun Bay and the Silvamori encampment. Porthios is a wise leader for whom the welfare of his people is the highest goal. He resents the attention paid to his brother's flighty adventures while he has helped steer the ship of the elven nation. He has no respect for his sister, who ran off to be with the half-human Tanis. **Initial Attitude:** Indifferent (non-elves), Friendly (elves or heroes who met him in *Dragons of Autumn*).

Porthios is a potential candidate for D'argent's shape-shifted form. If this is the case, the real Porthios was gravely wounded by sivaks and rescued by D'argent. The silver dragon has left him in the care of the Aara-Kocra clan in the Hidden Vale, where the heroes may find him near the end of the chapter. She has taken his form in order to guide the heroes to the Stone Dragon and the *dragonlances*.

SILVART

CG female Kagonesti druid 4/rogue 6

Also known as Silvara, the wildspeaker Silvart is of the Kagonesti, a group of elves that rejected the civilized trappings of their eastern kindred. Silvart is the latest in a long line of wisewomen, denoted by their fair skin and pure-white hair; her druid powers have been with her only recently after visions of the coming of the Dragonarmies, and are a gift from the god Habbakuk. With the coming of the Silvanesti, Silvart entered into the service of these invaders in order to discover their intentions and actions as part of a network of Kagonesti spies. Silvart is a stunning beauty, but in her role as servant is usually dirt-caked and savage looking. She wishes to help her people escape the burden of the other elves, and the only way to do so is to bring in the aid of others. Silvart is aided in her missions by her companion dog Dargo, a snow-white cooshee. **Initial Attitude:** Friendly.

Silvart may be taken as a player hero once the heroes have escaped the Elfrealms and set out into the Wilds of Ergoth. She is also a potential candidate for D'argent's shape-shifted form, in which case there never was a "real" Silvart. Dargo, the cooshee, is another candidate for the silver dragon's shape-shifted form; if this is the case, Silvart has no idea that her canine companion is anything other than a very clever dog.

Refer to **Silvart's Tale** (sidebar, page 51) when the heroes first encounter the Kagonesti wildspeaker.

SOLOSTARAN

LG male Qualinesti elf noble 11

The Speaker of the Sun inherited the mantle of that position three centuries ago, soon after the Cataclysm. While he is wise and fair, he has been forced to keep the well being of his people foremost in his mind, often to the exclusion of all else. During his reign he has systematically withdrawn the reach of the elves in the outside world, pulling forces from Pax Tharkas, refusing to take part in the Dwarfgate War, and calling home Qualinesti diplomats. While he has made friends with some outsiders, such as the dwarf Flint Fireforge and the smith Theros Ironfeld, Solostaran is set in his ways. He did not make the crossing to Southern Ergoth well; he is suffering from a series of maladies now and is concerned for the fate of his exiled people. Solostaran is tall, blond, and gaunt; his three children bear a striking resemblance to their father as he once was. **Initial Attitude:** Indifferent (non-elves), Friendly (elves and heroes who met him in *Dragons of Autumn*).

SILVART'S TALE

“This is a legend among my people.

“Long ago there was a mortal man, a warrior named Huma, who fought and gained great fame for his kindness and honesty and skill. At that time there was a war with evil dragons who ravaged the land, and Huma did wish to drive the dragons from this land.

“And so Huma went to a hidden valley, a pass between three mountain ranges, where there lived a wise dragon. The dragon appeared to him in female form, and was taken by his kindness and honesty and brave heart. They fell in love, but Huma did not know his lady was a dragon. The dragon went to her people, and with the help of many races forged a great dwarven hammer and a magic arm, and delved deep into the earth to find the dragonmetal. And they forged the Lances of Doom.

“The evil dragons heard of the lances, and attacked the good dragon's people. Huma rode to warn them. Then the good dragon revealed her true form and, mounted on her back, the warrior Huma took to the air against the evil dragons, carrying a Lance of Doom. The evil creatures were driven back to their foul holes, but not without cost, for the brave warrior was wounded unto death, and the dragon wept for him.

“The good dragon and her people took the dead warrior up into their hills, and laid him to rest beneath a shroud of fog, with his Sword, his Shield, and his Lance of Doom. The good dragon sickened and soon died as well. The Tomb of Huma was known until the great upheaval that you call the Cataclysm, and was a place of pilgrimage. But Huma's body disappeared from its locked vault, and it is said that he and his love dance beneath the trees in the fog.

“I know this to be true. I have seen the Tomb of Huma beneath the Dragon's shadow, and seen strange lights dancing beneath the trees. You shall see it too, for it lies along the path over the mountains to the lands ruled by humans.”

THEROS IRONFELD

LG male civilized human master 11

Theros Ironfeld is a large, gruff dark-skinned man of few words. He is unhappy working with the elves, and would rather be among humans, preferably fighting against the draconians that crippled him. A blacksmith by trade, Theros wandered into the Haven valley from far to the north several years before the first incursions of the Dragon Highlords. He dealt chiefly in weapons, and his craft was known throughout the area, particularly among the Qualinesti elves. When the Dragonarmies attacked, Theros worked against them alongside Gilthanas. The price of his rebellion was the loss of his arm

to a draconian squad. Theros was brought to Qualinesti, and accompanied the elves on their exile. In their flight, Theros discovered the *silver arm*, a magical device that has replaced his lost appendage. The *arm* has many strange properties including regenerating injury and aiding in his forging. **Initial Attitude:** Helpful.

Theros Ironfeld is an optional player hero once the heroes have escaped the Elfrealms and set out into the Wilds of Ergoth. He is also a potential candidate for D'argent's shape-shifted form. If this is the case, the real Theros has fallen victim to sivaks and D'argent has taken his form; she wears the *silver arm*, in his stead. The real Theros is found in the lands of Eastwatch at the end of this chapter, mysteriously washed ashore and unable to remember what has happened to him. The heroes may return the *silver arm* to him at that point.

Refer to **Theros' Tale** (sidebar, page 53) when the heroes first encounter Theros in this Chapter.

THINGS THAT HAPPEN IN THE ELFREALMS

The following scenes can play out more or less in order, based on the choices the heroes make and where they go. Some may not even take place at all—the heroes might not encounter the Qualinesti, for instance. Reference both **People to Meet in the Elfrealms** and **Places to Go in the Elfrealms** for additional details about how to stage these scenes and how they link together.

ELVEN HUNTING PARTY [EL 13]

This scene takes place an hour after the heroes come ashore and if they remain in area **ER1: Southern Silvanesti Lands**. They have been hearing the faint sounds of hunting horns for some time, but no other signs of activity, until this scene begins as follows:

The horn sounds again, closer this time, and it is joined by the sound of beating drums. Suddenly, a huge stag bursts through the brush. A heartbeat passes, and then the stag wheels and heads north.

The Situation: A hunting party of elves from the refugee colony of Silvamori pursues the stag. The beast disappears into the brush after a round; on the next round, a party of elves breaks through where the stag came from. Their initial attitude is Unfriendly and they have their bows drawn.

Creatures: The Silvanesti hunting party consists of Silvanesti nobles (LN male Silvanesti noble 6), nine Kagonesti servants with skin drums (N male and female Kagonesti expert 7), and the Lady Merathanos and her servant Silvart (see **People to Meet in the Elfrealms**). Merathanos, mounted on a tame stag, is not pleased with the party for interrupting her hunt and places the party under arrest as invaders and trespassers in her land.

- ☞ **Silvanesti nobles (15):** hp 21, see page 186.
- ☞ **Kagonesti servants (9):** hp 31, see page 183.
- ☞ **Lady Merathanos:** hp 52, see page 178.
- ☞ **Silvart:** hp 64, see page 180.

Tactics: Merathanos orders her party to fire upon the heroes if they do not surrender. The arrows of the Silvanesti elves are dipped in a paralyzing agent made by the Kagonesti (Injury; Fortitude DC 15; initial damage paralysis for 2d6 minutes;

secondary damage none). The Silvanesti have no qualms about shooting other elves. If the battle continues to melee, Lady Merathanos attempts to gain some distance from the battle in order to nock a few arrows herself. She won't be using paralyzing agents. The nobles will flee if three or more of them are incapacitated or killed; the Kagonesti fight on regardless, especially if Merathanos is in danger.

Development: The elves take any weapons on the party. Merathanos confiscates the broken *dragonlance*, if present, and the *dragon orb*. She knows of the power of the *dragon orbs*, as one was in old Silvanesti.

If any of the party is wounded, Silvart attempts to heal them using her Heal skill and salves made from herbs and tinctures to disguise her druidic cure spells. Silvart can stop any bleeding and restore any party member to 1 hit point if needed just with her skill, but greater injury requires magic. This is Silvart's first encounter with the party. Make it clear that she only wishes to help. If Silvart is in fact the silver dragon D'argent, she will also use her cure spells as needed on the party if they are in a critical state, disguising it as Silvart's herbal medicine.

If the PCs surrender or are defeated, the Lady Merathanos marches them north along the beach through area **ER2: Eastern Silvanesti Lands**, then west to Silvamori. Should the party escape, they will be pursued by a second elven hunting party with identical statistics (without Merathanos).

Ambush! [EL 13]

Run this scene a half hour after the heroes enter area **ER2: Eastern Silvanesti Lands** and are prisoners of the Silvanesti. Read or paraphrase the following:

You are marched north along the white shores of Ergoth, armed elves before and behind you. Suddenly, the group in front disappears, swallowed by a huge hole in the dunes. The group behind falls as well, clutching their arms and legs as they are peppered with small darts. The Kagonesti servants bolt, as does the huntmaster's stag, carrying its rider far down the beach. There is a cheer from the woods and another group of elves steps out onto the beach. They are taller than the Kagonesti slaves, but are dressed in skins.

The Situation: The attacking elves are the Youngbloods, Qualinesti raiders from across the bay. Their purpose is to harass the established Silvanesti while disguised as Kagonesti. The disguise is good only from a distance: up close the berry-juice darkening their skin and hair is obvious (Spot DC 14). The Qualinesti recognize any other Qualinesti elves in the party as friends and equals. Gilthanas is hailed as a hero and treated as the obvious leader of the party. Laurana is ignored, as is Silvart, who did not bolt with the other Kagonesti.

Creatures: The ambush party consists of 20 young Qualinesti elves (CG male and female Qualinesti noble 3/fighter 3), each armed with 10 Kagonesti darts and a war hammer. Their leader is Aliona (see **People to Meet in the Elfrealms**).

☞ **Youngbloods (20):** hp 30, see page 187.

☞ **Aliona:** hp 49, see page 175.

Tactics: Unless the heroes attack the Qualinesti, they won't present the heroes with any trouble. If attacked, they leap into the battle with their Kagonesti weapons, fierce and unforgiving. They flee if reduced to half their number.

Development: The Youngbloods return the heroes' weapons and belongings to them and, while interested in the *dragonlance* and *dragon orb*, do not keep them from the party. They invite the heroes to return with them to their lands across the bay. The Qualinesti note that this side of the river is not safe for non-Silvanesti. The Youngblood ships, leaky craft left over from the exodus, are moored in a hidden cove two miles up the coast.

The attacked Silvanesti are not hurt. The ones hit by darts are unconscious for 30 minutes, while those in the pit can climb out in a few rounds. The huntmaster (Lady Merathanos, or her equivalent) will return with reinforcements, so Aliona recommends leaving the area in haste.

Silvart accompanies the party. She is there to tend wounded characters, and states she wishes to escape her cruel mistress, who treats Wild Elves badly.

The Qualinesti raiders and the heroes make it to the cove without incident, and cross the bay (though this involves a great deal of bailing en route). They make landfall in the northernmost part of area **ER14: The Shores of Harkun Bay**. If the heroes refuse the Qualinesti offer, the elves leave them on the shore and depart.

Finally, if the characters have already escaped the Silvanesti in this area, they still encounter the Qualinesti Youngbloods. Aliona will hail the party and offer shelter and escape. In any case, the heroes are expected to present themselves to the Speaker of Suns once they arrive in Qualinesti lands.

Regent of the Stars [EL 11]

This scene takes place if the heroes enter the exile city of Silvamori. If they are unescorted, they are arrested and brought to Belthanos, Regent of the Stars. Otherwise, the hunting party takes them directly to the Regent's hall. Silvart will separate herself from the party before they arrive in Silvamori (Spot DC 18 to notice her leave); she has other matters to attend to.

You are ushered into the largest of the many ornate dwellings of this elven city. The walls of this domed structure are of finely polished stone, hung with tapestries of copper and steel thread. In the center is a great dais, commanded by a low throne of carved walnut. The throne is occupied by a tall, gaunt elf. His courtiers and guards set up a low murmur as you enter.

"I am Belthanos," he states in haughty tones. "Regent of the realm in exile of Silvamori in the name of Lorac the Elven Speaker. Who are you that are guilty of invading our lands?"

The Situation: Belthanos charges the party with trespassing, spying, working for the draconians, disturbing the citizenry, and smuggling. Merathanos is there to attest to their guilt, if she is still alive. If any Silvanesti have been slain, the charge of murder is added to the list.

The players may plead their case, but the regent's mind is made up. They are to be imprisoned for the duration of the Elven exile. If they have slain anyone, Belthanos decrees that

they are to be executed in three day's time. The party is divested of any belongings and tossed into a stone building with a single door and no other opening save for a small hole in the domed roof for cooking smoke. Characters who are obviously mages or who have cast spells in the presence of the hunting party or the Regent are manacled and gagged to hinder any use of magic. See **Escape** for details of how the heroes might seek to free themselves.

Creatures: Three Silvanesti warriors (LN male Silvanesti fighter 8) guard the door of the heroes' cell, each equipped with a sword and a horn to sound the alarm.

☞ **Silvanesti warriors (3):** hp 48, see page 186.

Reunion [EL II]

Run this scene if the heroes enter area **ER 10: Central Qualinesti Lands**. If Gilthanas is not with the heroes (either as a player character hero or an NPC) you will need to adjust the text somewhat. If the party includes no elves at all, and the heroes did not take part in **Chapter Two of *Dragons of Autumn*** (especially the visit to Qualinesti), reactions will be much cooler.

Your entry into Qualimori, capital of the Qualinesti elves in exile, is that of conquering heroes. A multitude of elves tosses roses in your path and shouts cheers in your name. Highest praise goes to Gilthanas, son of the Speaker of the Sun.

You are ushered with great ceremony into a large domed structure. Along the far wall is a dais of earth, lit by torches. Seated on a throne upon the dais is Solostaran, Speaker of the Sun and ruler of the Qualinesti. He looks very worn, signs of his age showing on his features in a manner uncommon to elves. To one side is his eldest son, Porthios, to the other a dark-skinned human with a silver arm. He is Theros Ironfeld.

Solostaran rises slowly from his chair, staggered by the weight of his responsibility. "You are most welcome," he says, "to our place of exile. Think of Qualimori as your home. Let us feast in your honor."

The Situation: The characters are feasted with venison and strong ale. They are asked about their journeys, the fate of the people of Haven, and the advance of the Dragonarmies. The elves tell the tale of Theros's Silver Arm (see sidebar on page 53).

Through all this, Gilthanas is treated as a returning hero, lavished with praise. The remaining heroes are treated as Gilthanas's faithful sidekicks. Laurana is deliberately snubbed; because she stepped outside her place in Qualinesti society, leaving home to pursue the half-elf Tanis, she has no standing among her people despite her royal blood.

Porthios (see **People to Meet in the Elfrealms**) makes a short speech. He welcomes Qualimori's new citizens and expresses hope that their talents, particularly their mastery of the *dragon orb*, will aid the refugees. The feast ends and the characters are shown to their quarters. Gilthanas receives his own lodging. The rest of the heroes are given a common lodge,

THEROS'S TALE

"As you remember, my friends, I struck out against the dragonmen once, at the cost of my arm. Gilthanas's people were good enough to take me in, feeling that a one-armed smith could be of some use in their exile. I accompanied the Qualinesti to the edge of the channel, where we built boats to cross, crude ships that now rot on the beaches.

"At that time I was far afield, searching for ore to forge bolts and fasteners. What I found was a ruined place, a temple toppled by the Cataclysm and overgrown with ivy. Thinking to salvage weapons or armor, I went in. What I found was this silver arm.

"It was in a small alcove, bare, as if it was a shrine. I picked it up, thinking it part of a suit of armor, but found it solid. I placed it against the stump of my arm and it bonded tight. I could move it as if it were my own.

"It was then that I heard a deathly howl, and saw this hell-beast with green glowing eyes. I ran, feeling it hot behind me, and did not stop until I reached the beach. Porthios was amazed at my discovery, moreso because it could not be removed. We searched for the temple briefly, but found nothing. Then we sailed, landing here seven days later in leaky ships.

"We found the Silvanesti here already, haughty, proud elves who seem a little too cool for my taste. Still, they allow me to walk through their lands, as do the Wild Ones, the Kagonesti.

"This arm has been an aid. It is as natural as my own, and I can hammer from dawn to dusk without resting. It seems to know what I need to make.

"One thing bothers me, though. I've been asked to make a lot of weapons. I'm afraid the elves aren't getting along too well, and it will soon be coming to a head. I really would rather not be here when it does."

a domed structure with a single door and a small opening in the roof for ventilation. They are asked for their weapons, which are locked up outside the lodging. The door is guarded at night by three Qualinesti warriors, and while the heroes have free run of **ER10: Central Qualinesti Lands** during the day, they are always accompanied by five warriors, and are returned to their lodgings at sundown. It is apparent that the Qualinesti are not going to let their heroes go, and the party is as much prisoner here as if the Silvanesti had captured them.

Creatures: The warriors that are posted to the heroes' lodging all share the same characteristics (LG male Qualinesti fighter 8) and equipped with longsword and longbow.

☞ **Qualinesti warriors (3 or 5):** hp 56, see page 185.

Development: The heroes will most likely seek to escape from their confinement; details are provided in the **Escape** scene that follows this one.

ESCAPE [EL —]

This scene should be run on the second night that the heroes are prisoners of the Silvanesti or Qualinesti:



The second night of your captivity is passing without incident. Outside you hear the changing of the guards at your door. The new guards chat for a short time and then their conversation drops off into silence. A few minutes later a rope of woven bark drops down the smokehole. “All right, everyone out,” whispers a familiar voice.

The Situation: The heroes’ quarters are similar in both Silvamori and Qualimori—a circular building with a domed roof 20 feet above them. The only entrance is a single guarded door. There is a 3-foot-wide hole at the peak of the dome to allow smoke to escape, but no way of reaching it (except flying) until the rope is lowered. The voice is that of Theros, who climbed the back portion of the dome. The guards have been drugged by a potion in their food, and will be under until the next shift arrives at dawn. Silvart administered the potion, and is now waiting behind the dome.

Each of the heroes must make a DC 15 Climb check; failure indicates a fall of 10 feet. As an alternative, one or more heroes might choose to tie themselves to the rope and be hauled out by somebody on the roof of the dome (Strength check DC 13 for most characters).

If the party is imprisoned in Qualinesti, Gilthanas is in a separate building, of similar design but opulently furnished. There are no guards at his door.

Development: Theros explains that he does not approve of what is going on in the elvish settlements on either side of the river and news that the heroes were imprisoned was the final straw. He’d like to head further west, to Sancrist, rather than be involved in a war of elf against elf. He has a map of the surrounding area but is familiar only with the general features of the elvish territory and has no idea what lies north of the mountains. He does know that there is (reportedly) an outpost of the Solamnic Knights on the far side of Foghaven Vale, in the lands of Eastwatch.

Silvart is eager to leave as well. She knows the woods better than Theros, and can talk to her people and convince them to let the party through. She says that the *dragon orb* is an evil thing, and she wishes it to pass beyond the mountains. She carries her pouch of herbs and is accompanied by her dog Dargo, a cooshee.

Silvart and Theros recommend heading away from the Qualimori and Silvamori areas, telling the heroes that they will be imprisoned in either area. If the heroes still wish to head for the opposing camp, run the scenes listed in the previous chapter resulting in their incarceration. Then run this scene again as the characters break out of prison once more. Theros is recognized in both camps as above suspicion, while Silvart is ignored as a servant. If the party has escaped without alarming the countryside, they have an eight-hour head start on their pursuers. Any encountered Silvanesti or Qualinesti elves are pursuers.

Treasure: The characters’ weapons and possessions, including the *dragon orb* of Icewall, are located in a similar building 50 feet away. The building is guarded by two elves that have not been drugged, and entrance must again be through the roof (see **Regent of the Stars** or **Reunion** for details on the guards.)

Each character inside this building must make a DC 15 Move Silently check each round or attract the attention of the guards. The first failure alerts the guards (“Fimbul, you hear something?”). The second failed check prompts the guards to investigate. They send up the alarm as soon as they see one of the heroes.

PLACES TO GO IN THE ELFREALMS

The following keyed areas correspond to the numbers on the map of the Elfrealms.

ER 1: SOUTHERN SILVANESTI LANDS

This a mighty forest of ancient wood and tangled undergrowth stands untouched by the hand of man, elf, or kender. A thin line of white sand separates the borders of the forest from the waters of the bay.

As the heroes pull themselves ashore from the grounded *Windrider*, they might note that the sand is disturbed and churned up; a DC 15 Survival check will reveal that it was caused by the passage of many feet. In the distance, the heroes hear a hunting horn. Run the opening scene **Elven Hunting Party** (page 50). More hunting parties might be encountered with similar statistics the longer the heroes spend in this part of the Elfrealms; there is a 15% chance per hour of running into one.

ER 2: EASTERN SILVANESTI LANDS

Wild forests rise toward the west of here; few paths penetrate the dense undergrowth. To the east is Harkun Bay. Separating them is a thin line of white sand, churned by the passage of many feet. Every so often driftwood—or the dead skeleton of a ship—breaks the white.

This is the primary coastal region of the Silvanesti lands, other than that to the south where the heroes come to shore, so the chance of encountering more hunting patrols if the heroes linger is much greater (30% an hour.)

ER 3: THE HEART OF SILVANESTI LANDS

The dense undergrowth of the forest has been trimmed back in this region, and small glades of newly felled trees let the sky in. Tall, ornate structures of wood and stone are visible through the cleared trees. Elves can be seen among the buildings, some dressed in flowing capes and loose, baggy pants, others dressed in animal skins.

This is the center of Silvanesti activity. Small estates for the various clans and Houses are scattered throughout this area. Non-Silvanesti are regarded with curiosity if accompanied by Silvanesti guards, hostility if alone.

Silvamori, the capital of Silvanesti-in-exile, is in the heart of this area. Any captured non-Silvanesti will be brought before Belthanos, Regent of Stars (see the event **Regent of the Stars** on page 52).

ER 4: WESTERN SILVANESTI LANDS

The undergrowth of tangled bushes restricts easy movement in this area to a few paths. Settlements dot the region, along with low stone pyramids standing in newly created glades.

The western reaches of Silvanesti-in-exile are newly settled, primarily with the lower castes of House Mason and House Servitor. Many Kagonesti are at work here, mainly slaves helping assemble the step-pyramids, tombs for the Silvanesti dead.

If the characters show an interest in the tombs, they discover one of them (the largest) to be inscribed with the symbols of House Royal: the final resting place of the Speaker of Stars, Lorac, and his daughter Ahlana. The tomb is empty.

ER 5: THE NEW HEDGE [EL 13]

The woods end here, but the briars and brambles do not. They grow denser and larger in the low foothills. Movement is restricted to a few narrow paths.

The Silvanesti Woodshapers are creating a new version of the Hedge, a large mass of unpleasant vegetation that served as the western border of ancient Silvanesti for hundreds of years. They have been working very hard, and have rendered this area almost invulnerable to attack from outside. The Woodshapers rely on nonmagical techniques for the most part, but many are gifted with a supernatural talent at coaxing plants into speedy growth (see *Races of Ansalon* for more information.) These Woodshapers do not make an appearance in this adventure; rather, their warriors and Kagonesti servants maintain the safety of the Hedge in their stead.

The Hedge is laced with narrow passages that lead inevitably back to the woods. Motion through the Hedge counts as heavy undergrowth (costs 4 squares of movement to enter each square); no running or charging is possible. Heroes that spend more than 10 minutes in the Hedge may be noticed by a Woodshaper patrol.

Creatures: The Woodshapers patrol the Hedge in order to deal with unwanted creatures and threats. Each garrison of Woodshapers consists of 8 Woodshaper warriors (LN male and female Silvanesti ranger 2/rogue 2/fighter 2) with bows and sickles, and 4 Kagonesti servants (N male and female Kagonesti expert 7) armed with sickles.

☞ **Woodshaper warriors (18):** hp 36, see page 187

☞ **Kagonesti servants (4):** hp 31, see page 183.

Tactics: Typical Woodshaper combat involves an attempt to ambush an opponent, surrounding one or two enemies and delivering sneak attack damage, while the Kagonesti charge in with sickles. Half of the Woodshapers will stay back, readying arrows to loose upon targets outside of melee (such as spellcasters). Because the Woodshapers have access to blunt arrows that deal nonlethal damage, they often use their bows to knock out targets that have already been wounded.

Development: The Woodshapers seek to subdue any non-Silvanesti found in the Hedge, taking them back to Silvamori when all opponents have been incapacitated. While in the Hedge, the PCs encounter garrisons once every 20 minutes; if the heroes have already beaten a group of the Woodshapers, the next group they encounter includes an additional Woodshaper warrior and 2 additional Kagonesti servants. These are cumulative.

ER 6: THE PLAINS OF TOTHEN [EL 9]

On the far side of the Hedge, the land spreads out into wide grassland and rolling hills. Herds of flightless birds can be seen grazing. Huge furrows carve the hills as if a giant's plow had moved at random through the region.

Creatures: The birds are axe beaks, and do not attack unless provoked. The greater danger is from landsharks (bulettes). Each turn the characters remain in this area, there is a 50% chance of attracting a pair of landsharks. They are easily identified by their

prominent fins, which create the furrows in the ground. Each landshark surfaces when within attack range, and follows the party until it leaves the area.

☞ **Axe beaks:** hp 22, see page 181

☞ **Bulette (2):** hp 94, see *Monster Manual*.

ER 7: DIR-PLAANAR—ISLAND OF JUSTICE [EL 12]

An island rises from the confluence of two rivers in this area. High-arched bridges of stone and wood link the island to the eastern and western shores. There is no bridge to the north.

The Island of Justice is an official meeting place of the three elven races. It is here that the Qualinesti and Silvanesti meet without fear of attack; here also is the only dry crossing between the two banks.

This was once one of the isles of the dead (see ER 9: Dir-Tsalarian—Island of the Dead) of the Kagonesti people. They are uneasy on the island, and do not stay overnight, retreating at dusk across to the north shore in canoes. The Qualinesti and Silvanesti cleared the island of undead at high losses (hence the large number of new tombs in ER 4: Western Silvanesti Lands). They were surprised and shocked when the Kagonesti did not applaud their actions.

Creatures: There are always 10 Silvanesti guards (LN male Silvanesti fighter 4) and 10 Qualinesti guards (LG male Qualinesti fighter 4) on the island, in addition to 4 guards on each bridge. 20 Kagonesti braves (N male Kagonesti ranger 2/barbarian 2) are also on the island. Each race has its own area and dwellings (wood and stone for the Silvanesti, wood for the Qualinesti, and hide tents for the Kagonesti).

☞ **Silvanesti guards (10):** hp 48, see page 185.

☞ **Qualinesti guards (10):** hp 56, see page 184.

☞ **Kagonesti braves (20):** hp 33, see page 182.

ER 8: THE RIVER OF DEATH [EL 12]

A broad, slow river separates the elvish kingdoms. The Kagonesti name it Thon-Tsalarian, the River of the Dead, because they used to send their dead down it in boats to the sea. The civilized elves call it Thon-Tsalaroth, River of Death.

Creatures: There is a 10% chance every 10 minutes of encountering a patrol (6 Qualinesti or 6 Silvanesti, depending on the side) on the banks of the river. The patrols start with an attitude of Unfriendly. There are a number of small Kagonesti canoes on both sides to allow crossings.

☞ **Silvanesti warriors (6):** hp 48, see page 186.

☞ **Qualinesti warriors (6):** hp 56, see page 185.

ER 9: DIR-TSALARIAN—ISLAND OF THE DEAD [EL 12 OR 16]

The land is empty here, not even birds live in this silent forest. The trees are healthy and green, oak and maple not yet budding mixed among the spruce and pine. The river flows through this silent forest, and in the center of the river is dark, fog-en shrouded Dir-Tsalarian, the Island of the Dead.

There are no random encounters here. The heroes have a 12-hour head start on any elven pursuers as the elves are very reluctant to enter this region. Dir-Tsalarian is the resting place for many of the Wild Elves' dead. The Kagonesti send their dead down the river. If deemed worthy by Branchala, a favorite god of the elves, they pass the island and drift to the sea. If unworthy, the canoe lands at Dir-Tsalarian and the body is taken by those who live there.

Creatures: Dir-Tsalarian is ruled by 4 banshees (NE female elf ghost noble 6) and 24 ghouls, (NE male ghouls rogue 4), divided into four groups (one banshee leads six ghouls, with an EL of 12). They allow the characters to land on the island and then attack as a group.

☞ **Banshees (4):** hp 39, see page 182.

☞ **Ghoul rogues (24):** hp 13, see page 183.

Treasure: The ghouls have a treasure trove of 12 pieces of jewelry (6 pieces valued at 350 stl, 3 at 450 stl, and 3 at 500 stl), 10 gems (each worth 200 stl), and a *rod of wonder* that will only operate in the hands of a character with elven blood (elf or half-elf).

ER 10: CENTRAL QUALINESTI LANDS [EL 13]

The land on this side of the river is more rolling. There are a large number of tall spruces here, but the area has many leafy trees as well. Scattered elven buildings, primitive duplicates of the mighty houses in Qualinesti, dot the landscape. Elves can be seen in the clearings, some dressed in leather hides, others in familiar dress of Abanasinia.

Creatures: This is the area settled by the Qualinesti who fled before the Dragonarmies. Any intruders in this area are stopped by an armed guard of 6 warriors (LG male Qualinesti elf fighter 8) and requested to present themselves to the Speaker of Suns. Those members of the party who were in Qualinost (in *Dragons of Autumn*) are recognized and warmly received.

☞ **Qualinesti warriors (6):** hp 56, see page 185.

Development: The heroes are brought before Porthios and Solostaran, the Speaker of Suns (see *Reunion*, page 52).

ER 11: EASTERN QUALINESTI LANDS

Many Qualinesti have settled here. The buildings are primitive, but unique carvings show that Qualinesti Woodshapers have been at work. The majority of the Qualinesti refugees live here in widely scattered settlements; they blame humans for their plight and do not aid the heroes unless Gilthanas asks them to.

ER 12: QUALINESTI HUNTING LANDS [EL 13]

This land is lush and still relatively untouched by the new arrivals. There are few signs of occupation other than empty hunters' campsites or the remains of a Kagonesti encampment. In the distance, smoke can be seen from several campfires. The campfires indicate bases for Qualinesti hunting parties, foraging for meat for their people. Each encampment supports several of these parties, strung out throughout the region. The encampments have curing and tanning areas for the meat and skins.

Creatures: Each hunting party consists of a huntmaster (LG male Qualinesti ranger 3/fighter 6), six warriors (LG male Qualinesti fighter 8), and a Kagonesti guide (N male Kagonesti expert 5). There is a 40% chance per hour of encountering one of these hunting parties. They react in a friendly manner unless the heroes are known to be fleeing the area.

☞ **Qualinesti huntmaster:** hp 50, see page 185.

☞ **Qualinesti warriors (6):** hp 56, see page 185.

☞ **Kagonesti guide:** hp 31, see page 183.

ER 13: ROCKLIN PLAINS

This region consists of plains leading from the forest to the sea. Large boulders litter the grassy hills, dropped here during the upheavals of the Cataclysm and carved with ornate designs by

human tribes that have since moved southeast. This is Qualinesti land by treaty, and there have been a few attempts to prepare it for crops in the spring. Some non-combatant Qualinesti (with Kagonesti assistants) are plowing small areas.

ER 14: THE SHORES OF HARKUN BAY

The storms of Harkun Bay have carved a wide beach here, reaching far inland to a line of wind-carved cliffs. The beach is barren save for a few clumps of dune grass. Along the shore is a fleet of ghost ships: the Qualinesti fleet, now mostly dismantled to provide wood for the refugees.

This is where the Qualinesti refugees made landfall. The best of these ships makes the *Windrider* seem like a floating palace, and only two or three are capable of handling the squalls of Harkun Bay. The Qualinesti do not want to lend a boat to the party, nor are their ships at all capable of surviving outside Harkun Bay.

ER 15: PLAINS OF KRI [EL 13]

The grasses here go on for miles in all directions, hardy weeds that hold the parched soil. An occasional boulder covered in carvings breaks up the sea of grass. Every hour, there is a 30% chance of the heroes spotting a group of men on horseback hunting herds of flightless birds.

Creatures: The horsemen are the Zenol, a tribe of nomads who use the bola to trip up their prey (axe beaks). They will notice the heroes and a dozen of the Zenol (CN male nomad human barbarian 6) veer off to attack. The Zenol are intolerant of outsiders (Unfriendly attitude) and hate the elves that have invaded their lands to the north.

☞ **Zenol nomads (12):** hp 56, see page 187

Tactics: The Zenol make use of the bola and spears, staying at a distance first to entangle their opponents and then closing in for the kill. They are not foolhardy, and will retreat if more than a third of their number are killed or incapacitated. Zenol that flee will then track the heroes until there is another chance for attack (i.e. when another Zenol hunting party is encountered). Add any surviving Zenol to the new group.

ER 16: THE BATTLESITE

The ground rises to the north in this area and the far-off mountains vanish into a cover of clouds. Leafy trees give way to conifers. The heroes will arrive at a glade where the wreckage of a battle can be plainly seen; weapons typical of both elves and draconians litter the area.

This was the site of a battle between a Qualinesti hunting party and a group of sivak draconians. The Qualinesti were slain, as were a number of sivaks, though the draconians shape-shifted to elven forms upon death. The remaining sivaks went west through Kagonesti lands. The Kagonesti found the site and dealt with the dead as is their custom, so no bodies remain.

ER 17: UPLANDS [EL 11]

The air becomes much cooler as the land rises; patches of snow dot the countryside. This land has yet to be settled by the elves and shows little sign of even the wild Kagonesti. To the north is Karken Pass, also called Lightning Pass, which is guarded by draconian forces loyal to the White Dragonarmy.

Creatures: The party is attacked from the air by six sivaks wearing the insignia of the White Wing as they move toward the pass.

☞ **Sivaks (6):** hp 51, *DRAGONLANCE Campaign Setting*.

Tactics: These sivaks are potentially the first of their kind the heroes have encountered, so they will be able to get a sense of their mastery of tactics first hand. The sivaks attack in pairs, making the best use of their terrain and their wings, flanking whenever possible to improve their chances. The sivaks attack robed or lightly armored heroes first, to eliminate a spellcasting threat, and use Power Attack to its full extent against them. Armored heroes such as fighters or knights will be engaged with once any initial spell threat is dealt with.

Development: When half the sivaks are dead, the rest take to the air and head north; the dead shapeshift into the forms of their slayers.

WILDS OF ERGOTH

This section covers the areas of Southern Ergoth outside of the Elfrealms and includes the Last Gaard Mountains, the ogrelands north and east of the elven settlements, and the Kagonesti lands between the Elfrealms and the north. Use the information here to handle the wilderness trek to Foghaven Vale once the heroes escape the elves. Important NPCs encountered in this area are described under **People to Meet in the Wilds of Ergoth**, while locations keyed to the map are described in **Places to Go in the Wilds of Ergoth**.

TRAVELING THROUGH THE WILDS OF ERGOTH

Important Rules: Overland movement (see **Chapter 9: Adventuring in the Player's Handbook**); Survival skill (see **Chapter 4: Skills in the Player's Handbook**); forest, hills, and mountain terrain, and cold weather (see **Chapter 3: Adventures in the Dungeon Master's Guide**).

As the heroes leave the relative safety of the Elfrealms, the forests become thicker, hilly terrain rises and becomes mountains, and travel becomes more difficult. There are no established paths, roads, or other features in the Wilds. Instead, the heroes must make use of natural trails, which are used by both the Kagonesti hunters and the ogres who venture into the region.

WEATHER

The Wilds, like the Elfrealms, are cool and occasionally wet during the early and late hours. Daylight temperatures in the winter months reach a high of 55 F; evening temperatures drop to as low as 20 F in the mountains, 30 F in the foothills. Although clothing suitable for cold climates may be necessary in the mountains, any warmly dressed hero will escape any risk of exposure elsewhere in the Wilds. Snowstorms are rare in the higher elevations, but snow is on the ground above the treeline.

FLORA AND FAUNA

The Wilds of Ergoth are home to the same wide variety of plants and animals as the Elfrealms, although as the land rises into the mountains the hardier varieties dominate. Herds of elk, dire animals, and mountain lions are more common. The baluchitheriums of the ogres can be found in the east and north, enormous mounts that, along with some of the larger dire animals, are unlike anything the heroes have seen.

PEOPLE TO MEET IN THE WILDS OF ERGOTH

The following NPC capsules give useful information about significant NPCs that the heroes may encounter in their time within the Wilds of Ergoth. Some of these are actually monstrous threats, but they are included because they may be encountered in multiple locations and have unique backgrounds.

ALFOTOST THE SPRITE NG male pixie ranger 8

Alfotost is the leader of the Wardens, a group of pixies, grigs, and nixies that protect and guard the Elderwild forests of the Kagonesti from vile creatures and malicious intent. He is the 43rd leader since the task was given to his fey brethren by the silver dragons, long before the Cataclysm. Honest and forthright, Alfotost is nevertheless a crafty and cunning hunter in his own right. He rides a faerie dragon named Lysomacha into battle, using his spell-like abilities to keep out of sight until he gains the advantage. Alfotost is a slender fey with copper-colored skin, red hair, and gossamer wings. He carries a shortbow, a supply of sleep-inducing arrows, and a wickedly sharp rapier-like sword. **Initial Attitude:** Indifferent.

BENSOLDI THE HERMIT NG male civilized human wizard 4/Wizard of High Sorcery 4

The wizard known as Bensoldi the Hermit is a native of Palanthas and a friend of Astinus Lorekeeper. Unhappy with the bustling city life, he left Palanthas to wander Ansalon many years before the War of the Lance began and settled in the mountains of Southern Ergoth. With his cat familiar, Whitestripe, Bensoldi now lives a quiet and peaceful life in his mountain hovel, far from distractions and conflict. Bensoldi earned his White Robes as a young man but has not pursued magic the way many that pass the Test do. Rather, he uses magic sparingly, and only when threatened. He has an interest in wildlife and natural herbal remedies, and makes a special candied preparation from tree sap that can assist in treating wounds and poison. While no longer a young man, Bensoldi remains in the prime of his life. His skin is weathered and his limbs are spry, and he betrays none of the illnesses or maladies of age. He is tall, with bright blue eyes and gray-black hair that he keeps out of his face with a sturdy white skullcap. In conversation, he is generous with compliments but quick to cut to the point if necessary. **Initial Attitude:** Friendly.

HARKUNOS THE BOAR N advanced dire boar minor aspect (Strength)

Harkunos is a titanic boar, almost twice the height of a man at the shoulder and covered in shaggy hair. It is hunted by all three groups of elves in Southern Ergoth, a creature with a nasty temperament and wicked tusks that have slain many hunters. The Kagonesti know it as one of the beast lords, immortal spirits that may incarnate within an animal and grant it supernatural longevity, strength, and intelligence. Harkunos, if killed, will awaken again in another boar at some point in the future, and thus cannot be truly slain; the Kagonesti hope that by slaying one of its manifestations they will be granted mighty boons by the forest. The Silvanesti and Qualinesti do not know the truth behind the beast, and seek only status and glory for killing it. Harkunos will fight to the death if cornered, but it has eluded the elves so far because they are unaware that it may take humanoid form—that of a male Kagonesti brave, one who may easily blend in with the other hunters. **Initial Attitude:** Hostile.



OGMAG

LE male ogre mage master 4

Ogmag was the chief counsel and vizier to Stormogre, the brutish ruler of Daltigoth, when the White Highlord Feal-Thas approached the ogre kingdom with talk of an alliance. Despite years of valued aid and considerable knowledge, Ogmag was unable to convince his liege to be more cautious. Ogmag made the mistake of pushing the issue with Stormogre, who responded with furious judgment—Ogmag was to be made anathema, exile, cast out from the ogrefolk of Daltigoth. Ogmag collected his few belongings and moved into the mountains of Southern Ergoth, making a home in a hovel near the pass into the region in which Foghaven Vale lay shrouded in mists. Here he continues to observe his former home, watching as the white dragons arrive and the loosely organized ogre tribes in the wilds around Daltigoth are brought under the banner of Stormogre and the dragonarmies. When he encounters travelers in the vale, he lures them back to his hovel and attempts to poison them. In his natural form, Ogmag is a very large blue-skinned ogre with jet-black hair and black teeth and nails. He has inscribed his skin with tattoos and sigils, believing that they enhance his magical powers. He usually chooses unassuming and weak-looking forms when he shifts shape; recently he has taken to assuming the form of a bent, crippled old hermit, partly out of distaste for the actions of his brethren. **Initial Attitude:** Friendly (false; Sense Motive DC 20 indicates Unfriendly).

THUNDERBANE

CE male hill giant fighter 6

Thunderbane is a foul-tempered and mean-spirited bully. He regularly engages in acts of humiliation of other ogres and lesser creatures. He runs the mines near Morgash Bay, producing large quantities of iron ore and other metals for his father Stormogre's alliance with the White Dragon Highlord, and he enjoys the sport of chasing down those who escape from them. He is confident that his father will soon be killed or die of old age, and when this happens he will inherit not only Daltigoth, but also his father's network of political favors and oaths. With these he intends to spread ogre (or hill giant) rule over all of Southern Ergoth and crush the elves and humans who share the island. Thunderbane is almost 11 ft. tall and weighs in excess of 1000 pounds. His skin resembles burnished bronze, and his hair is reddish-brown and left loose with a number of small beaded braids. **Initial Attitude:** Hostile.

VANDERJACK THE SELLSWORD

N male civilized human fighter 10

Vanderjack is a mercenary, the son of a pirate queen and an Ergothian soldier. He works for the highest bidder, having served in both the Solamnic forces on the mainland and the Blue Wing of the Dragonarmies with less than spectacular results, and he is currently working freelance. He seeks the treasure of Huma while the armies fight. Vanderjack is neither good nor evil. He is just greedy. A cache of gems is worth more to him than an entire nation. He sees himself as a well-respected leader, a shrewd dealer, and a master negotiator. Besides these delusions, he also tends to talk to foreigners and people of other races by speaking very loudly, confusing language barriers with

deafness. Vanderjack carries *Lifecleaver*, an energy-draining sword that he says he bought off his mother on her deathbed.

Initial Attitude: Indifferent.

Vanderjack may be taken as a player hero once the heroes meet him in the Wilds of Ergoth (see **Vanderjack's Band**, page 58.) He is also a potential candidate for D'argent's shape-shifted form, in which case the real Vanderjack has fallen victim to sivaks; the silver dragon has taken his form and carries his equipment.

Refer to **Vanderjack's Tale** (sidebar, page 59) when encountering Vanderjack for the first time.

THINGS THAT HAPPEN IN THE WILDS OF ERGOTH

The following scenes take place once the heroes enter the Wilds of Ergoth, between their escape from the elves and their arrival at Foghaven. The first scene only takes place if the heroes escaped without assistance, and unites the heroes with Theros and Silvart. The others generally take place in order.

FRIENDS INDEED

Run this scene on the second night after the heroes escape, but only if the characters have escaped without the assistance of Theros and Silvart. Ask the party who is on watch and how they are concealed.

The second night is quiet and cold, and you are huddled in blankets against the night air. There is the whisper of movement in the forest and the sudden flash of lanterns nearby. Elvish voices break the night, and a party of elves stops in a glade not more than fifty feet from you. Their leader, a human with a silver arm, is sending elvish troops to beat the bushes. "Caliothon, take half the party that way; Goldor, the other half this way. Go a half mile, then return." The elves disperse, leaving the human, a wild elf, and a dog. After the elves leave, the human calls out, "The way is clear, my friends, you can come out now." The man is Theros Ironfeld.

The Situation: If the characters have not yet met Theros, make introductions and tell the tale of the *silver arm* (see page 53). Theros is trying to escape the Elfrealms, and sees the fleeing characters as his ticket to Sancrist. He volunteered to lead the nighttime search for this reason. Silvart aids him; the dog is Dargo, Silvart's cooshee companion. The smith has a map of Ergoth and is interested in avoiding Silvanesti and Qualinesti lands.

Theros and Silvart will accompany the heroes to Silvamori or Qualimori, if such is the heroes' plan, though they argue against it. Once the characters are again imprisoned, run the Escape scene again, making the appropriate changes.

Either Silvart or Theros may in fact be the shape-shifted silver dragon D'argent; if so, they behave as described above, insisting on coming along with the heroes.

VANDERJACK'S BAND [EL 10]

This Event occurs two days after Theros and Silvart join the party, or after the heroes enter the Wilds of Ergoth, whichever comes later.

Toward day's end you see the bright glow of a large campfire, larger than any you have seen in elvish settlements. The group that lit it seems intent on setting the forest ablaze, as the flames lick the lower branches of the trees overhead. A throat clears to your right. You see a kender sitting on a rock with a cocked crossbow. "Good evening," says the kender. "Would ye be interested in joining our little barbeque?" He gestures with the crossbow toward the blaze and the figures around it.

The Situation: The kender gives his name as Danilo Findabuck, and states that he means the party no harm, but he is on watch. If attacked, he shouts for help and then surrenders, bringing the other members of his band toward the party.

Findabuck is a member of Vanderjack's band, led by the self-styled great adventurer Vanderjack (see **People to Meet in the Wilds of Ergoth**, page 57). Other members are two humans named Antor and Claustin, and a dwarf named Agate Splintergem. If you have determined that the silver dragon D'argent has shape-shifted into Fizban's form, then the befuddled old wizard is also in this group.

Vanderjack is a boisterous sort who seems more at home with a jug of ale than leading a party. He makes introductions and offers to share food and space with the heroes. He is blissfully ignorant of elves or evil in the area. Over dinner, he freely tells the party how it happens that he is on Ergoth (see **Vanderjack's Tale**, page 59).

Antor, Claustin, Agate, and Danilo stay away from the PCs, whispering to each other. They are not very friendly toward the party (Indifferent attitude), and any kender heroes will notice that Danilo is acting in an unkender-like manner—he has a total lack of curiosity.

Creatures: The four party members are sivaks in the forms of the band they killed. Their plan is to accompany Vanderjack to the Stone Dragon, then kill him and bring any treasure they find to Odenkeer, the White Wing Flight Marshal operating out of Daltigoth. Vanderjack is either ignorant of the true identities of his band, or his form has been taken by the silver dragon. If the latter, she is keeping an eye on the sivaks.

☞ **Sivaks (4):** hp 51, *DRAGONLANCE Campaign Setting*

The addition of the heroes' large party complicates matters, and the sivaks try to slip away before dawn. Any character on watch will notice that all four awaken, disappear into the woods (to wash up), and do not return. They leave their equipment and Vanderjack behind, and do not take anything from the party. If followed, they lead any pursuers away from the group, then attack.

Vanderjack awakens to find his band has deserted him. If Vanderjack is really D'argent, she asks the party for help, as it is obvious her untrustworthy assistants are out to beat her to Foghaven and the Treasure of Huma. If this is the real

VANDERJACK'S TALE

"I'll tell you, it was shortly after our brilliant defense of Vingaard Keep that I heard this story, a story of treasure from before the Cataclysm.

"I know you've heard plenty of dragon tales about lost cities and the lot, though most of them are stripped clean. This story I heard, it was on the level. I know, I had a wizard pop a lie-detection spell on the old coot telling it.

"This tale says that in the center of Ergoth there's this Dragon. That's Dragon with a capital "D." One that's been around for years before these armies appeared, quietly taking in his haul, entertaining pilgrims coming to worship him, and all that. I was told the Dragon can be found at the joining of three mountain ranges.

"Say no more, I said. It doesn't matter that the beast is 700 feet high or has eyes that turn you to stone. I'm interested. Took a bunch of my mates and took off, a little vacation from the front, so to speak.

"Landed near Daltigoth and have been running ever since. Ogres and dragons! They run that place! Just escaped with my skin and that of my mates. But I'll tell you, with all that protection I'm convinced that this place Foghaven is where that Dragon is. And I'm going to become rich finding it."

Vanderjack, he heads after his band. The sivaks, however, move faster than the heroes and cannot be caught. If the silver dragon version of Fizban is present, "he" remains with the heroes.

Vanderjack Joins the Party: If there is a need for another player character hero at this point in the adventure, and he is not the shape-shifted silver dragon, then Vanderjack may join the party. His statistics are provided in the **Appendix** as a pregenerated hero; adjust the statistics as needed so that he is the same character level as the other members of the party. If Vanderjack is a hero, the scenes in the Upper Gallery of the Stone Dragon will acquire an additional level of depth as Odenkeer's storyline interacts with the sellsword's.

STORMY WEATHER

Run this scene five days after the party has escaped the elves. Ignore it if the heroes have already reached Foghaven.

The sky has shifted from brilliant blue to a deep gray, and the first flakes of snow have begun to drift down. The snow increases to a blinding sheet of white, and the air becomes frigid. Shelter is necessary if you are to last out the storm.

The Situation: This is a full strength blizzard (see **Chapter 3: Adventures of the Dungeon Master's Guide**) Shelter is easy to find, as fallen trees litter the woods and abandoned caves are relatively frequent in mountains. All travel stops for that day

and, with a foot of snow on the ground, all overland movement is halved for the next three days. After that, movement is normal. Flying and waterborne movement is unaffected.

After this time, all movement across the mountains is impossible except through passes. Foghaven, with its warm springs, is unaffected by the storm.

THE GRAY WRAITH PASSES

Run this scene the seventh night of flight from the elves, or the first night spent in Foghaven (see **Foghaven Vale**, later in this chapter). Run the scene only if Theros is a member of the party.

The still night air is pierced by a shrill howl, unlike any you have heard before. Sleeping members of the party are shocked awake by the intensity of the howl, which is followed by a sudden rush of wind that threatens to take the nearby trees apart. In a moment it is gone, leaving the party startled but unharmed. Theros is kneeling, murmuring ancient prayers.

The Situation: Theros is overwhelmed by shock, and all he can say for the first half hour is “It’s after me, it’s found me at last.” This passes when it is obvious that the creature (Theros calls it the Gray Wraith) has passed the party by. Theros explains that the Wraith was the guardian of the *silver arm* and wants it back. Even if Theros is the silver dragon, she is just as frightened by the Gray Wraith, fearing that it is backed by divine forces and that it will reveal her identity. The Gray Wraith returns in the Foghaven Vale section, later in this chapter, this time as a threat the heroes must face.

PLACES TO GO IN THE WILDS OF ERGOTH

The following keyed areas correspond to the numbers on the map of the Wilds of Ergoth.

WE 1: KAGONESTI HUNTING GROUNDS [EL 11]

The land here slopes up to the north and east, and the sharp, crisp peaks of Ergoth’s mountains can be seen in the distance. The hills are covered with tall pines, and the forest floor is a clear bed of needles, haven to many small animals.

This area is a Kagonesti hunting ground, as were all the lands south of the rivers. Any elves encountered in this area are Kagonesti hunting parties consisting of 5 Kagonesti braves (N male Kagonesti ranger 2/barbarian 2) armed with slings and war hammers; the chance of running into one of these parties is 30%. The hunting parties allow safe passage if the characters are with Silvert or Theros, but attempt to drive the party away otherwise.

☞ **Kagonesti braves (10):** hp 33, see page 183.

WE 2: KAGONESTI UPLANDS [EL 11]

The air turns colder and the trees begin to thin out as the mountains of Ergoth loom around the heroes. To the east is Thunder Pass. They will find a number of tracks in the fresh snow (Survival DC 15): humans, elves, and other large humanoids. There are also the lizard-like tracks of draconians.

Creatures: If the heroes were attacked at area ER 17: **Uplands** and drove the sivaks off, they will meet the survivors here as they move toward the pass. Otherwise, the party is attacked from the air by six of the draconians wearing the insignia of the White Wing.

☞ **Sivaks (6):** hp 51, *DRAGONLANCE Campaign Setting*.

Tactics: Just as with ER 17, these sivaks are potentially the first of their kind the heroes have encountered, so they will be able to get a sense of their mastery of tactics first hand. Refer to ER 17 for details. If the heroes fought these sivaks before, the draconians will have planned for the heroes’ pursuit and possess some knowledge of the heroes’ capabilities.

Development: When half the sivaks are dead, the rest take to the air and head north; the dead shapeshift into the forms of their slayers.

WE 3: KAGONESTI HEARTLANDS [EL —]

The forest floor is a soft bed of pine needles, and the high branches of the surrounding spruce trees create the effect of a natural cathedral. Through the breaks in the trees the rising smoke of several small fires can be seen.

The Situation: This is the center of Kagonesti activity. Any elves encountered in this area are from a Kagonesti village. As the Kagonesti live in closer harmony with nature than either of their cousins to the south, the heroes may not realize they are approaching such a village until they are right on top of it (Spot DC 22).

Creatures: There are some 100 Kagonesti in each village capable of fighting and 50 non-combatants (children and the infirm). The Kagonesti are suspicious of the party, unless Theros or Silvert accompanies the heroes. If not, the Kagonesti ask the heroes to surrender their weapons and then escort them to the Island of Justice, turning them over to either the Qualinesti or Silvanesti.

☞ **Kagonesti braves (100):** hp 33, see page 183.

Development: Each Kagonesti village is the home of a clan of several interrelated families. There were almost a hundred clan-villages scattered throughout the Ergoth forests before the coming of the refugees, each with its own distinct customs and facial tattoos. Only half their number remains, most of them in this area. The rest have fled to the west and north, been enslaved by the Silvanesti, or indentured by the Qualinesti. Kagonesti villages are temporary structures of animal hide and wood, using the boughs of living trees to aid in construction and camouflage.

WE 4: DISPUTED LANDS [EL 11]

This section of the forest is silent, its animal life driven off. The remains of small campfires are found in this area as the heroes move through it, as well as traces of hunting parties of all three elven races. This land is adjacent to Qualinesti and Silvanesti lands, and is often invaded by southern refugees looking for food.

Creatures: Most wildlife has been driven off, but one prize remains: Harkunos, a very large, angry giant boar. The characters encounter Harkunos after they have moved 4 miles through this area. All three races are intent on capturing it. Any elves encountered in this area have a 50% chance of being Kagonesti braves (N male Kagonesti ranger 2/barbarian 2), and 25% each of being Qualinesti or Silvanesti. They are hunting parties after the boar.

☞ **Harkunos:** hp 169, see page 178.

Tactics: Harkunos is, in fact, an incarnation of a beast lord (see **People to Meet in the Wilds of Ergoth**, page 57). The boar fights until it has been reduced to half of its hit points, and then attempts to flee to the west. The boar will circle around and attack the heroes again if they lose track of it.

WE 5: THE GLADE [EL 10]

The forest ends abruptly here, as if it hit a sudden wall. A plain of soft yellow grass extends away from the forest border. A hundred yards away from the heroes, there is movement in the waist-high grass.

The Situation: There are three stags resting in the grass. Any sudden noise causes them to bolt. If approached quietly, they prove quite tame and accept food.

Creatures: In twenty minutes eight Kagonesti braves (N male Kagonesti ranger 2/barbarian 2) of the Stagherd Clan arrive, riding bareback on tame stags. They are Friendly to the heroes if the stags were treated well; Unfriendly if the stags were scared away; and Hostile if the party has killed the stags.

☞ **Kagonesti braves (4):** hp 33, see page 183.

Development: The Stagherd Clan is an important clan in the Kagonesti nation. They are the keepers of the Glade, and tend a herd of some 200 stags. They are very suspicious of strangers and are concerned that the elves to the south will prey on their herd if aware of its size and location. They provide stag mounts for the Silvanesti nobles to appease them.

The Stagherds will provide mounts for the party if given a good reason. If convinced (or bribed with steel or steel weapons), they provide normal stags for the elves, kender, and dwarf, and giant stags for the humans. They ask that the mounts be turned loose south of the mountains.

WE 6: CENTRAL UPLANDS [EL 9]

The ground rises steeply to the north, and patches of snow appear in the glades. To the north lies Gateway Pass.

Creatures: Seven stag-mounted members of the Passholder Clan stop the party soon after they travel into this area.

☞ **Kagonesti braves (7):** hp 33, see page 183.

Development: It is these braves' duty to deter those seeking use of the pass, noting that there is the chance of being snowed in, as well as the danger of ogre patrols. They speak of the mighty Stormogre, and his son Thunderbane, who have great power north of the pass. They do not stop the party if the PCs insist on going north.

WE 7: WESTERN KAGONESTI LANDS [EL 13]

The woods are thin here and the undergrowth is tangled with briars and brambles. This is still Kagonesti land, but Silvanesti elves have made numerous incursions searching for food and better hunting.

Creatures: After two hours, the heroes encounter a Silvanesti hunting party consisting of a huntmaster (LN male Silvanesti ranger 3/fighter 6) and ten warriors (LN male Silvanesti fighter 4) with swords and bows. If the heroes are on the run, the hunters call for their surrender, and attempt to bring them back alive to Silvamori. If Merathanos is alive, she is leading this hunting party and is interested in evening scores with the party.

☞ **Merathanos:** hp 52, see page 178.

☞ **Silvanesti huntmaster:** hp 53, see page 186.

☞ **Silvanesti warriors (10):** hp 48, see page 186.

Development: There is a 35% chance that Kagonesti braves from **WE 6: Central Uplands** will interrupt any battle between the heroes and the Silvanesti. If Theros or Silvart are with the party, the braves will join them against the Silvanesti, who should not be this far north of the river.

WE 8: THON-SORPON—THE SILVER ROAD

The river Thon-Sorpon, called the Silver Road because of its appearance under the silver moon Solinari, is a long stretch of clear water without rapids, easily traveled in Kagonesti canoes. There is a 20% chance every hour of an encounter with a group of Kagonesti (see **WE 6: Central Uplands** for details), unless the party is being pursued, in which case the elves are using similar canoes a mile back. The heroes can outdistance their foes by rotating fresh rowers: the pursuers drop off after two hours.

If the party travels on the river at night, read or paraphrase the following:

A canoe drifts down to you on the slow current of the Silver Road. As it nears, you see several candles illuminating the interior. In the canoe is a dead Kagonesti warrior, branched warpaint on his cheeks. At his feet are a number of weapons.

This is a burial craft of the Kagonesti, and it holds a Stagherd Clansman slain by ogres and draconians. If the party checks, some of the weapons at the corpse's feet are of Kagonesti design, while others are draconian, forged in Neraka.

Any Kagonesti characters are grievously insulted and attack if the heroes remove anything from the canoe. Silvart recommends leaving the body to float downstream, as does Theros, but neither objects if the party stops the canoe to look inside.

WE 9: WESTERN HUNTING GROUNDS [EL 10]

This terrain is very hilly, with copses of pine trees holding islands of soil from erosion. The entire area is littered with kender-sized holes, which are the outward signs of the twisted burrow of a mated pair of aurumvoraxes and their young.

Creatures: The aurumvorax is a voracious predator, like a gold-furred six-limbed wolverine. These two are still getting along with each other, because they still have immature aurumvoraxes in their burrow (use the stats for weasels in the *Monster Manual*).

☞ **Aurumvorax (2):** hp 65, see page 203.

☞ **Immature aurumvoraxes (6):** hp 2, see "Weasel," *Monster Manual*

Tactics: The male attacks anyone investigating its home, fighting to the death. The female emerges from a hole 15 feet away from the male on the following round, and will attack anything close by. The burrows are large enough to admit a kender or dwarf crouched over, or a crawling man or elf. If the heroes enter the lair, the immature aurumvoraxes will defend themselves, but won't offer much of a threat.

Treasure: In the lair, besides the litter of six immature aurumvoraxes, the party will find a sack of 100 steel pieces marked with the symbol of the Solamnic knights as well as a +1 *fey bane longsword* and a *potion of reduce person* (CL 10th).

WE 10: WILDERLANDS

The woods here are darker than other forests the heroes have seen thus far, its trees closely packed and disease-ridden. Strands of parasitic plants hang from the bare branches of the trees.

Creatures: These woods are infested with spiders, called *agathonos* or “hairy hunters” by the Kagonesti. Most of them are enormous. After a half hour in the woods, six huge monstrous spiders attack the party.

☞ **Monstrous spider, huge (6):** hp 52, see *Monster Manual*.

Tactics: These spiders hunt in packs, and in combat they act almost as a single entity. While unintelligent, the *agathonos* of Southern Ergoth are extraordinarily cunning hunters, going so far as to send in only two or three spiders while the remainder leaps through trees to ambush their prey.

WE 11: FAR WILDERLANDS

This is a blasted land, its trees dead but still standing. Large clumps of old-man’s beard and other parasitic plants wrap around the decaying trees, and the entire area gives off an aura of rot.

While in this area, the heroes may chance across patches of fungus-related hazards, from **yellow** and **brown mold** to **green slime**. Every half hour there is a 30% chance of these being a problem for the heroes (roll 1d6: 1-3 yellow mold, 4-5 brown mold, 6 green slime.) Each patch of mold or slime is enormous (1d6 x10 feet radius) but the heroes can avoid treading or walking into them with DC 15 Spot checks. If the heroes are running or being pursued, the DC goes up to 20.

WE 12: THE WARDENS [EL 12]

The ground here is flat and soft, but not marshy. There are the ever-present pines, but leafy trees as well, mainly birch and maple. These lands are under the protection of the Wardens, lead by the pixie Alfotost (see **People to Meet in the Wilds of Ergoth**). An encounter with the Wardens is inevitable in this region, usually within the first 10 minutes; a small voice asking the heroes who they are and what their purpose is will come from out of nowhere.

Creatures: Alfotost has about 15 of his Wardens present (NG male and female pixie ranger 3), armed with short bows and arrows coated with sleep-poison, surround the party and rendered invisible. Alfotost remains invisible also unless asked to reveal himself. With Alfotost is his faerie dragon, Lysomacha, who acts as his mount for the duration of any battle.

☞ **Alfotost:** hp 47, see page 175

☞ **Warden pixies (15):** hp 16, see page 186

☞ **Lysomacha, faerie dragon:** hp 58, see page 178.

Development: If the heroes state they are only passing through, Alfotost lets them pass. He does not like the civilized elves, but Theros is known to him and helps the party’s case. The heroes are informed to harm no creatures within this land and to cut no live wood. Alfotost sends a squad of 5 invisible pixies along to make sure they behave themselves.

If the heroes slay a woodland creature, the pixies attack, seeking to drug them into sleep. The pixies then load them into canoes and send them downriver. The heroes will be in Silvanesti lands before they awake.

WE 13: THE OLD HERMIT [EL —]

The land rises here, at the foot of the Last Gaard Mountains. The air is bracing and the trees begin to thin out.

Half an hour upon entering this area, the heroes encounter an old man tapping a tree for sap. This is Bensoldi the hermit (see **People to Meet in the Wilds of Ergoth**), a human who came from over the sea several years before the Qualinesti arrived. Silvert and Theros know of such an old hermit, but have never met him.

Creatures: Bensoldi is very friendly to the PCs and invites them up to his house, a large, roomy home at the foot of the mountains. He shares this abode with his cat, Whitestripe (the cat is a sabre-tooth tiger kitten, and can, at your option, be the silver dragon D’argent instead of Star, Theodenest’s cat).

☞ **Bensoldi the Hermit:** hp 45, see page 176.

☞ **Whitestripe:** hp 30, see *Monster Manual* [leopard].

Development: Any native of the northern nations recognizes the house as being similar to those in Palanthas. Bensoldi is glad to put them up for the night, in exchange for conversation. He is a relatively new arrival, but is aware of much that occurs in the area. He warns the party of ogre raids and the appearance of sivaks. He notes that there is safe passage through Foghaven Pass, as he himself made that crossing with the aid of some birdmen (the *kyrie* of Foghaven—he knows of them as the Aara-Kocra clan). He informs the party that the Aara-Kocra are fond of sweets and gives them 20 maple candies. Each is the equivalent of a *potion of cure minor wounds* and a *potion of neutralize poison*.

WE 14: THE BARRENS

The trees here are dead, blackened by fire. The landscape is very weathered with deep gullies. The ground itself has a thin metallic sheen to it, as if bits of glass were scattered upon it.

The sheen is from the high content of impure dragonmetal in the soil. The land was burned by a powerful mage as the rotting woods made an incursion into this area. The fire could not have been more than a month ago.

There are no encounters in this area, but it gives an excellent view of the mountains.

WE 15: THE MOUNTAINS OF ERGOTH [EL 12]

The mountains of Ergoth, known as the Last Gaard Mountains, are as tall as those around Pax Tharkas but sharper and more cruel. They are poised against the sky like blades and consist of wave upon wave of broken peaks. Fog clouds the sides of these mountains, perhaps steam from some hidden vents or springs.

The mountains are a nasty proposition to cross even in good weather. During winter the only paths across are the four passes. If the party is determined to cross without going through a pass, all overland movement is halved. Each day spent assaying a mountainous area, the heroes are likely to encounter a blizzard (40% chance, see **Chapter 3** of the *Dungeon Master’s Guide*) or either an ogre patrol from Daltigoth or a flight of harpies, the vile enemies of the *kyrie*. The party cannot reach the lands of Eastwatch, the western lands of Southern Ergoth governed by the knights, by crossing in the manner described above. The only way through is Foghaven Vale.

Creatures: An ogre patrol is composed of a leader (CE male ogre fighter 6), four ogre warriors (CE male ogre warrior 4), and six hunting dogs (use riding dog statistics). A flight of harpies includes a harpy archer and 4 standard harpy warriors.

- ☞ **Ogre leader:** hp 67, see page 184
- ☞ **Ogre warriors (4):** hp 67, see page 184
- ☞ **Riding dogs (6):** hp 13, see *Monster Manual*
- ☞ **Harpy archer:** hp 103, see *Monster Manual*
- ☞ **Harpies (4):** hp 31, see *Monster Manual*.

Tactics: The ogres and harpies have very different approaches to the heroes. The ogres seek to incapacitate the heroes and drag them to Daltigoth, binding limbs and mouths with ropes (Break DC 22); the harpies are less interested in prisoners and will try to kill any adventurers they come across. If the heroes have made contact with the kyrie of Foghaven Vale, they will intervene in any situation involving the harpies. Otherwise, the heroes will have to deal with them on their own.

WE 16: LIGHTNING PASS [EL 12 OR EL 13]

The ground rises steeply here, and jagged cliffs loom over both sides of the path. The trail, worn by water and the passage of many feet, winds into the mountains. A ruined tower stands at the summit of the pass.

The tower is a guard post for Stormogre's realm, its inhabitants charged with preventing any passage into ogre lands from the south and preventing slaves from escaping from the north. The ruined tower is the hollow shell of a circular tower with a crudely thatched roof.

Creatures: The tower is manned by 10 ogre warriors (CE male ogre warrior 4) and led by a sivak, part of Highlord Feal-Thas' imposition of draconians upon Stormogre's forces. In addition, any sivaks that escaped from an encounter in ER 17 are here. The tower commands the pass, and the only way around it is through the mountains themselves.

- ☞ **Ogre warriors (10):** hp 67, see page 184.
- ☞ **Sivak:** hp 51, see *DRAGONLANCE Campaign Setting*.

Tactics: These ogres rely on their cover and position advantage. The sivak stays out of sight, giving orders but not revealing itself until the heroes pass over the ruined walls around the tower. At that point, it takes to the air and attacks the nearest weak opponent. If the ogres lose, and the sivak is still alive, it retreats. The heroes may run into the sivak at a later date, at your option.

WE 17: THUNDER PASS [EL 12 OR EL 13]

As the path enters the mountains it becomes first a steep incline, then a long stair. The steps have been carved for creatures larger than humans and, though the risers are cracked by time and overrun by vegetation, there is a clear path up through the mountains.

Creatures: The party is ambushed at the top of the pass by a party of 12 ogre warriors (CE male ogre warrior 4), led by any sivaks that escaped from WE 3.

- ☞ **Ogre warriors (12):** hp 67, see page 184.
- ☞ **Sivak:** hp 51, see *DRAGONLANCE Campaign Setting*.

Tactics: Much like the ogres in Lightning Pass, these ogres favor ambush as a tactic. Any sivaks with them fly around the field of battle and try to cut off the heroes' escape.

WE 18: GATEWAY PASS [EL 12]

The ground grows steeper as the heroes enter the mountains, and the trees thin out. The air carries the bitter tang of winter. Steep cliffs rise on either side, but the floor of the vale is level and clear. In the shadows of the vale, warm light can be seen streaming from the windows of a small cabin.

Creatures: The cabin is the home of Ogmag the hermit, an ogre mage cast out from Daltigoth. Ogmag is not at home if the characters head for his cabin, as he is waiting a few miles up the road for the heroes. Ogmag appears at the cabin a half hour after the heroes. Ogmag's cabin is a simple, one-room affair with a door and window at one end, a fireplace with a huge cauldron at the other.

- ☞ **Ogmag:** hp 67, see page 179.

Tactics: Ogmag has used his change shape ability to take the form of an old man hobbled by age and firmly grasping his staff. He is friendly toward the characters, even if they break into his home. He invites them to dinner, putting a strong poison in their food (Ingested, DC 17, initial damage 1d3 Con, secondary damage unconsciousness). He waits until the party is drugged before attacking. In combat Ogmag favors his various spell-like abilities over direct melee, but he is not a weakling and will do what he must to overcome the heroes.

Treasure: The characters discover 300 steel pieces, a +2 *small steel shield*, and a scroll of *repulsion* (CL 12th) in his lair. The poison he used in their food is in a clay jar in his cupboard.

WE 19: EASTERN WILDERLANDS [EL 11]

This is a broken land of wind-shaped rock and water-eroded earth. Deep gullies crease the landscape, and hardy shrubs create high islands of collected soil.

This is a land of wild ogre tribes, some of which are heading to Daltigoth to join up with Stormogre's band. Each hour the heroes are in this region, there is a 20% chance that they encounter a band of wild ogres.

Creatures: A wild ogre band is composed of 3 ogre barbarians (see *Monster Manual*) with 6 standard ogres along to carry their gear and baggage.

- ☞ **Ogre barbarian (3):** hp 79, see *Monster Manual*
- ☞ **Ogres (6):** hp 29, see *Monster Manual*

Tactics: Wild ogres are undisciplined and violent, unlike the ogres of Stormogre's clan in Daltigoth. They show no signs of real cooperation, but instead enter a rage and try to kill as many people as possible.

WE 20: THE PLAIN OF BATTLE [EL —]

The land here has been stripped by the needs of an army. Not a tree stands, and the grass itself has been torn from the ground to feed the innumerable campfires, gathering points for small units of a huge wild ogre army.

As the heroes enter this area, a unit of eight ogre guards challenges them. The guards do not attack, trusting their comrades at the passes to keep out invaders. Their initial attitude is Indifferent. They ask if the heroes have business in the camp, or are heading to Daltigoth. If assured they are friends, the ogres let the party pass into the camp.

Creatures: The 300 or more ogres in the camp are typical ogres from the *Monster Manual*, although ogre guards are more powerful (CE male ogre warrior 4) and form units of eight, one unit per tribe. The camp is also home to 16 tribal leaders (ogre barbarians from the *Monster Manual*), a half-dozen trolls, two ettins, and an athach. All of these creatures have typical statistics.

- ☞ **Ogres (300):** hp 29, see *Monster Manual*.
- ☞ **Ogre guards (128):** hp 67, see page 184
- ☞ **Ogre barbarians (16):** hp 79, see *Monster Manual*.
- ☞ **Ettins (2):** hp 65, see *Monster Manual*.

☞ **Trolls (6):** hp 63, see *Monster Manual*.

☞ **Athach:** hp 133, see *Monster Manual*.

Every ten minutes the heroes are in the ogre camp, there is a 15% chance they are drawn into some kind of altercation with the ogres. It is quickly apparent that the ogre army is a collection of sixteen independent tribes, most of which have some type of feud with the others. The heroes can be drawn in on any of the following, at your option:

- The heroes are accosted by an ogre asking for a human's judgment in a disagreement between tribes. The side the heroes decide against takes personal (and violent) insult, and a dozen ogres assault the party.
- An ogre tribal leader offers to buy one of the elves, dwarves, or kender from the party. They offer supplies, venison, or ogreish bone pieces.
- An ogre guard unit stops the party. Being more on the ball than the others, they ask for proof of statements, and are suspicious of elves, kender, and dwarves. Their initial attitude is Unfriendly.

Development: If the party gets seriously involved in a fight with an ogre tribe or unit, the other ogres gather around to place side bets, but do not enter the fray. If the characters defeat the ogres, the others let them go, but pass on word to Daltigoth of the superior fighters headed that way.

WE 21: OGRE FARMS [EL 12]

Deep furrows break the hard-packed earth here. The first green sprouts of weeds and vegetables rise from the patchy snow. This land is to supply the food for Stormogre's new army, and planting has already started for the spring. In the distance, the heroes can see two huge animals straining at a massive plow. A team of ogres follows the plow, thrashing the beasts with long prods, and following the team with huge sacks of grain.

Creatures: Each ogre plow team consists of five ogre guards pressed into labor (CE male ogre warrior 4), two baluchitheriums (like a cross between a rhino and an elephant), and a baaz advisor (NE male baaz rogue 3). The advisors are drawn from Highord Feal-Thas' White Wing corps of baaz spies, largely demoted to serving as overseers here in Southern Ergoth.

☞ **Ogre guards (5):** hp 67, see page 184

☞ **Baluchitheriums (2):** hp 184, see page 182

☞ **Baaz draconian spy:** hp 34, see page 182

Development: If disturbed, the farming ogres fight to the death, while the baaz seeks to reach Daltigoth and report the disturbance.

WE 22: DALTIGOTH—THE RUINED CITY

Daltigoth was once a mighty city of Ergoth. Now most of its buildings are shattered ruins, its wide avenues clogged with debris. The exception to this is the old amphitheater, called the Dome of Gold, now headquarters for the gathering ogre forces. The dome rises among the ruins, huge ogres and draconians standing guard at its entrances. Coiled around the fixtures of the roof are large, white dragons.

Daltigoth is the center of Dragon Highlord activity in Ergoth, a city of 14,000 ogres, goblins, draconians, hill giants, and other dangerous creatures. Far in advance of the main battle lines in Solamnia, the Highlords have detached a flight of white dragon scouts to form a fighting force on Ergoth. This fighting

force is to be strengthened by uniting the battling tribes of wild ogres against the elven refugees. They have selected a powerful hill giant, Stormogre, to be their agent in this enterprise.

The attempt has been only partially successful. The ogre tribes are more interested in fighting each other and settling old scores than becoming a fighting force. Stormogre has been aided in his designs by his three sons: Thunderbane, Hammerfall, and Strokelightning. Thunderbane is in the west, and the heroes encounter him in Foghaven. Hammerfall and Strokelightning are in Daltigoth.

Stormogre has a detachment of some 50 elite ogres (CE male ogre fighter 8) in Daltigoth, all loyal to their leader. A large force of sivaks and baaz supports Stormogre, which he uses to help control his own troops, and a flight of five white dragons (three young adult and two adult).

Note: Daltigoth is not described in full in this adventure, as it does not lie on the direct path of the characters' intended travels. The large number of enemy should deter the characters from heading there. However, the above information together with the details in the *War of the Lance Campaign Setting Companion* should be sufficient for you to create your own adventure in this area if the players are interested.

WE 23: THE SALT MARCHES [EL 10]

The ground has settled here, and the Bay of Darkness has swallowed large chunks of land. The result is a haunted, greenish fen. In the distance, small lights dance among the rushes.

Creatures: The lights are a string of 4 will-o'-wisps.

☞ **Will-o'-wisps (4):** hp 40, see *Monster Manual*.

Tactics: If the heroes follow the lights, they are led to a large patch of quicksand (see "Marsh Terrain" in Chapter 3 of the *Dungeon Master's Guide*). The will-o'-wisps disappear if attacked. Hundreds of skeletons of former victims lie beneath the surface of the marsh, evidence of the will-o'-wisp's evil.

Treasure: If the heroes spend any time digging out the skeletons and corpses in the mire, they will recover 970 steel, a +2 *mighty cleaving battleaxe*, a *wand of fireballs* (30 charges, CL 9th), and two *elixirs of hiding*.

WE 24: THE WILD FIELDS [EL 12]

This area is open prairie, and is home to wild ogre tribes that have not yet joined Stormogre's army. Each hour the heroes are in these lands, there is a 20% chance of them encountering a band of wild ogres hungry for battle.

Creatures: A band of wild ogres includes 4 ogre barbarians and 4 ogres.

☞ **Ogre barbarians (4):** hp 79, see *Monster Manual*.

☞ **Ogres (4):** hp 29, see *Monster Manual*.

Unlike the disciplined brutes of Daltigoth, these ogres have no qualms about slaying the party and plundering their treasure and supplies. They are, however, open to negotiation and bribes (particularly food and steel pieces).

WE 25: THE WASTELAND [EL 9]

The wasted land is a desert that is slowly expanding southward into the ogre territories. There is no surface water available, and the party cannot cross with the supplies they have on hand.

Meager amounts of water are stored deep beneath the earth, hoarded jealously by land-sharks.

Creatures: Each day the characters are in this land there is a 50% chance they are set upon by a pair of bulettes, which can track the party by the vibrations of their footfalls on the packed earth.

☞ **Bulettes (2):** hp 94, see *Monster Manual*.

WE 26: THE MINES OF THUNDERBANE [EL 10]

This side of the mountains has been carved away by dint of a huge effort, the ground despoiled by huge circular pits several miles in diameter. Thousands of slaves can be seen working at the walls of these pits, driven by ogre overseers.

This entire area is Thunderbane's fief, devoted to the mining of ores for his father Stormogre. All non-ogre personnel are slaves collected by raiding the neighboring regions.

Creatures: There is one unit of 4 ogre guards (CE male ogre warrior 4) for each 20-person slave team, the slaves shackled to prevent escape. If the heroes run into guards, they are all too willing to capture more mining slaves. The leader of this group, Thunderbane, is not in camp, and is involved in chasing an escaped prisoner to the west.

☞ **Ogre guards (4):** hp 67, see page 184

Tactics: A guard unit doubles as the slave-handler group, with one ogre in each group running herd on the slaves. The other three close on any opponents, with the slave-herd hanging back until he is needed. The slave-herd surrounds himself with the slaves (most of whom are 1st-level commoners) providing him with a "shield" of innocents.

WE 27: GATEWAY TO FOGHAVEN [EL 12]

The junction of mountain and plains forms a series of rolling foothills at the base of Foghaven Pass. The bodies of several ogres litter the ground ahead. In the distance a long, lone howl echoes off the mountains.

Any evil beings with the party are filled with a feeling of dread at the howling of the moon dog (see **Appendix**), but there is no other effect as the creature is far away. The bodies are part of Thunderbane's hunting party, and carry shields showing his family's symbol, the storm cloud. There is no sign of any leader and there are no bodies other than those of ogres.

Twenty minutes after discovering the bodies, the heroes encounter the moon dog that eliminated about half of Thunderbane's party. The moon dog has been charged with guarding the pass from evil creatures that may attempt to break into Foghaven Vale. The moon dog appears to be a great, dark hound. If there are no evil creatures in the party, it lets them pass without incident, Indifferent to them. If there are evil characters, the moon dog attacks them, immediately Hostile.

☞ **Moon dog:** hp 49, see page 204.

WE 27: FOGHAVEN VALE

Mountainous walls rise hundreds of feet to either side of the heroes as they pass through this area, and a long, winding path enters the mountains proper. Huge statues once lined the passage, but they have been cast down by great force.

The statues are of Kagonesti, bird-men (kyrie of the Aara-Kocra clan), dragons, and Knights of Solamnia, the major forces that guarded Foghaven and held that land in reverence.

This area is described in full in the next section, **Foghaven Vale**.

WE 29: RUINED TOWN

This is the site of a pre-Cataclysm town, located in a valley in the Last Gaard Mountains. The caverns underneath the Stone Dragon of Foghaven Vale are the only means in this adventure of getting to the valley. The town itself is a ruin: toppled pillars, statues of men, elves, and dwarves, and wreckage overgrown with weeds and reclaimed by some of the scrub. In the distance, the valley opens up to provide access to the lands of Eastwatch, governed by the Knights of Solamnia (see **WE: 30**).

This area is the site of **The Land of Knights** scene at the end of this chapter (see page 82).

WE: 30: LANDS OF EASTWATCH

Eastwatch is a hilly, forested region that has long been under the peaceful guidance of the Solamnic Knights. After the Cataclysm, which tore the lands of Ergoth apart and created the islands of Northern and Southern Ergoth, it was a group of provincial lords and Solamnic Knights who rallied the people together and brought peace to the area. This peace is now under threat from the Dragonarmies, and thus these lands serve as a waystation for migrants fleeing Ergoth and Solamnia for Sancrist.

For the purposes of this adventure, Eastwatch offers the heroes a place to rest and recuperate for a couple of days, before leaving for the next stage in their travels (detailed in **Chapter 7: War**). For more information, refer to the end of this chapter and the scene **The Land of Knights**.

FOGHAVEN VALE

Important Rules: Balance, Climb, and Survival skills (see **Chapter 4: Skills** in the *Players Handbook*).

Foghaven is a lush forested vale hidden away in the reaches of the Last Gaard Mountains. The vale holds two springs, one cold and one hot, which mix together to create a perpetual blanket of fog that covers that valley. Two ancient forests lie at each end of the valley. Its most notable feature however is the massive stone dragon carved from the steep mountain walls at the far end that rises over 700 feet above the valley floor. At the foot of the dragon, across a white stone bridge, lies a shrine dedicated to the legendary Knight, Huma.

HISTORY OF FOGHAVEN VALE

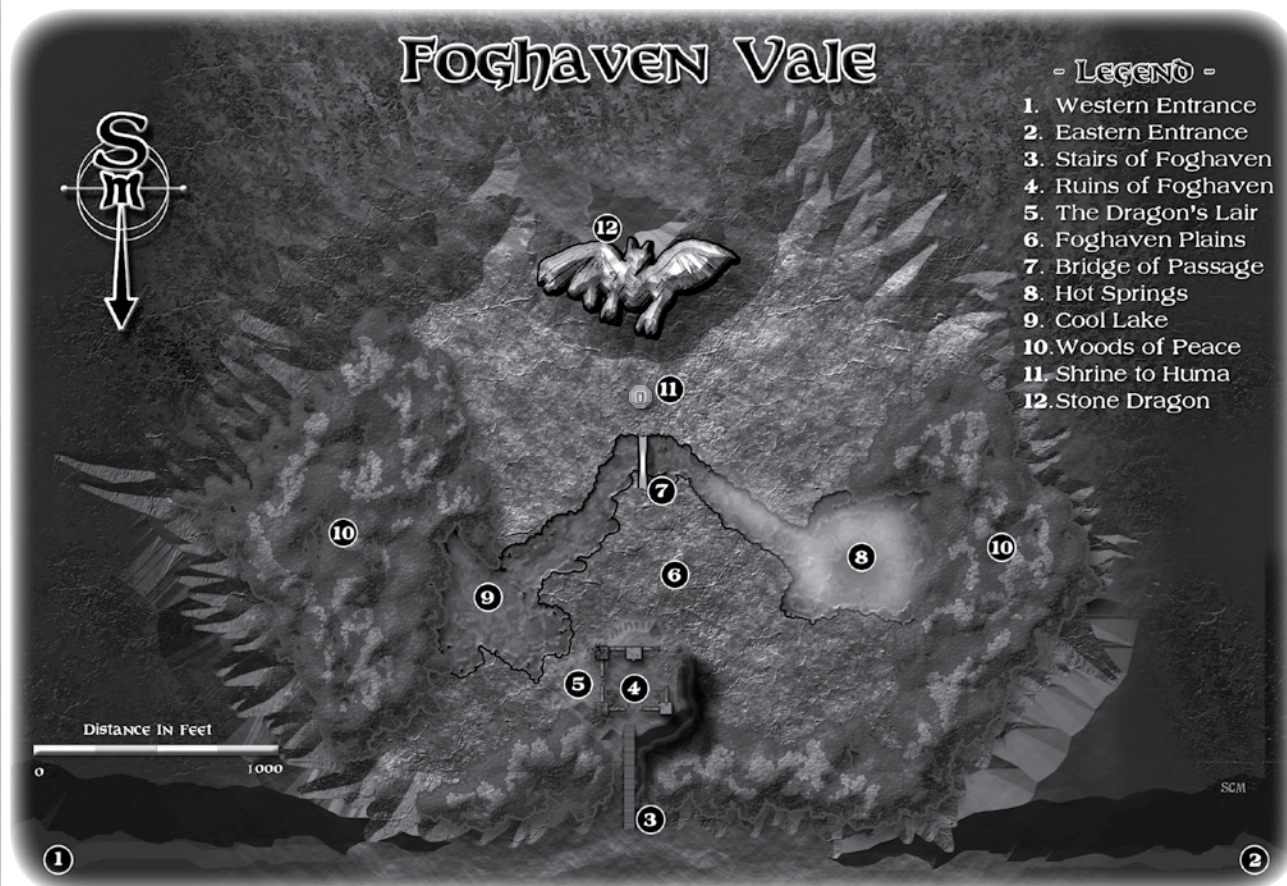
After the legendary knight Huma Dragonbane sacrificed himself to save the world of Krynn against the tyranny of Takhisis his body was laid to rest in a tomb at the heart of this sacred valley. Above him, carved from the face of the mountain, was a monument of a dragon. Prior to the Cataclysm the site was the goal of many pilgrimages, offering wisdom and peace to troubled souls. A keep was built on a promontory looking over the misty valley where pilgrims could stable their horses and rest from their journeys. From there, the pilgrims could take a set of stairs down to caverns beneath the keep and onto the valley floor.

Following the Cataclysm, the passes leading to the vale were destroyed and the keep itself was shaken to its foundations. Foghaven Vale was lost for centuries. The silver dragon D'argent took up residence in the caverns below the keep, creating a lair and protecting the vale from any evil that dared enter the sacred valley. When news of the theft of the good dragon eggs and the

Foghaven Vale

- LEGEND -

1. Western Entrance
2. Eastern Entrance
3. Stairs of Foghaven
4. Ruins of Foghaven
5. The Dragon's Lair
6. Foghaven Plains
7. Bridge of Passage
8. Hot Springs
9. Cool Lake
10. Woods of Peace
11. Shrine to Huma
12. Stone Dragon



oath the good dragons had taken reached her, the silver dragon left the vale and her lair to seek out anyone who could help her against the forces of evil.

RECENT HISTORY OF FOGHAVEN VALE

During the heroes infiltration of Icewall Castle the Dragon Highlord Feal-Thas attempted to burn his private journal and notes. If the heroes managed to find the remnants of them in **Chapter 5: Ice**, they may remember references to the secret of the *dragonlances* and Foghaven Vale. Feal-Thas was in fact researching the legend of the *dragonlances* and the secret source of their power. In his research he discovered that they were forged of a precious metal known as dragonmetal found only in Foghaven Vale. With this information he devised a method to taint the source of the metal and poison the well, so to speak.

The White Dragon Highlord sent instructions to Flight Marshal Odenkeer of Daltigoth on how to find Foghaven and how to destroy the source of the dragonmetal. Odenkeer was deep in the planning stages of an assault on the elven lands to the south when he received the orders, but he used them to his advantage and ordered his troops to meet at Foghaven Vale. Odenkeer also had contacts with various mercenary groups in the region, and sent word to them that a great treasure awaited anyone who would agree to join his cause.

Odenkeer arrived first, days before his troops on his white dragon Squall. The dragon left Odenkeer to hunt and the Flight Marshall explored the valley floor. He eventually uncovered D'argent's lair located beneath the Ruins of Foghaven and explored the lair invisibly. Making sure to stay away from the dragon's hoard and any traps that may lie within, he made his way to the well in the alcove to the south. There he added a vile

mixture sent by the Dragon Highlord Feal-Thas that corrupted the dragonmetal of the well. This stage of the mission completed, Odenkeer then made his way to the Stone Dragon.

The first mercenary group to respond to Odenkeer's call was that of the mercenary Vanderjack (see **People to Meet in Foghaven Vale**, page 66). Vanderjack's band came from the mainland and arrived in Daltigoth, only to find the reception there less than friendly. Odenkeer desired Vanderjack's skills but had no need for the associates he had brought with them, so he dispatched a group of sivaks from the elite draconian unit, known as the White Legion, to kill and replace them. Vanderjack is unaware of their true identity, and the sivaks used his ignorance in order to lead them into the elven lands. After being captured by the Silvanesti and released by promising to work for them, the group headed on to Foghaven Vale (see the scene **Vanderjack's Band**, on page 58).

Odenkeer has awaited the sivak's return, although they have fled the heroes and come back to Foghaven without Vanderjack. The Flight Marshal is furious, but the sivaks alert him to the existence of the heroes and their possible arrival. He orders the draconians to accompany him past the guardians of the Stone Dragon so that he can find the final well of dragonmetal and prevent any future creation of the *dragonlances*.

PEOPLE TO MEET in FOGHAVEN VALE

The following NPC capsules give useful information about significant NPCs that the heroes may encounter in their time within the Wilds of Ergoth. Some of these are actually monstrous threats, but they are included because they may be encountered in multiple locations and have unique backgrounds.

FLIGHT MARSHAL ODENKEER

LE male civilized human fighter 6/rogue knight 4/legendary tactician 2

Odenkeer is the Flight Marshal of the White Wing in Southern Ergoth, although he spent most of his service in the war until this point on the continent. Odenkeer would be in the running for a position as a Highmaster, but Feal-Thas has made sure not to promote anybody to that position since he attained the rank of Highlord. Odenkeer has no love for the dark elf (or any elf), but understands the need for proper military obedience, and follows Feal-Thas' instructions to the letter. Odenkeer works closely with sivaks, baaz, and other draconians; he prefers them to most troops, though he would also like to be more heavily involved in managing the ogres in Daltigoth. **Initial Attitude:** Hostile.

Note: If Feal-Thas did *not* die in **Chapter 5: Ice**, he replaces Odenkeer for this chapter, with similar goals and actions.

THE GRAY WRAITH

LE evolved advanced spectre

The Gray Wraith is the guardian of the *silver arm*, the artifact created by the union of dwarves, elves and men to be used in conjunction with the *hammer of Kharas* in forging the *dragonlances*. This malevolent spirit looks like a seething cloud of darkness with two glowing motes of hellish green light where eyes would be. As it moves, its indistinct face moves from side to side, as if looking for something. When it catches sight of its prey, the eyes burn fiercely and it issues a baleful cry before surging forward in a spiral of terror. For hundreds of years, it watched over its charge, haunting the broken marble halls of a long-forgotten shrine near the coast of Abanasinia. Theros Ironfeld stumbled across the shrine, taking the *silver arm* from its resting place in the temple. He unwittingly earned the deathless rancor of the Gray Wraith, which will not cease until it retrieves the artifact. **Initial Attitude:** Hostile.

If Theros is D'argent in this adventure, and the silver dragon carries the *silver arm* in his stead, the Gray Wraith shifts its wrath to her, although it will appear somewhat confused (it will not attack in the first round.)

THEODENES

CG male gnome fighter 4/master 4/ranger 2

Theoden—*or* Theo—is a gnome. Describing himself in various ways—adventurer, explorer, scientist, discoverer, fixer-upper. He was once respected amongst his peers as an authority on just about any subject, but his LifeQuest—to perfect the ultimate multipurpose melee weapon—has caused him to travel far from Mount Nevermind, and his kinsgnomes have branded him “mad.” He is insatiably analytical, adventurous to the point of making his own adventure where he finds none, and possessing of a profound love of all things mechanical. He is voraciously greedy, unable to resist the lure of most precious metals and objects. Theo dresses well for a gnome and has the uncharacteristic habit of stretching his tastes beyond the purely practical should the occasion warrant. Like a handyman perpetually on the job, he wears a thick leather utility belt at all times, replete with pockets, straps, loops, and belts for holding all manner of scintillating tools which were custom-built for long-forgotten jobs. To a gnome, this treasury of tools reads like a treatise on gnomish innovation; to everyone else, they are reminiscent of torture devices and seem utterly

useless. Travelling with Theoden at all times is his companion Star, a mischievous saber-tooth tiger kitten. Star is extremely intelligent, and is able to converse quite readily with anyone with the requisite skills or magic. **Initial Attitude:** Friendly.

Theoden may be taken as a player hero once the heroes meet him in Foghaven Vale (see **Thunderbane and Theoden**, below.) He is also a potential candidate for D'argent's shape-shifted form, in which case there never was a “real” Theo; the silver dragon has simply taken this form and carries his equipment. Star, his kitten, is another candidate, and if this is the case Theo has no idea that his feline companion is in reality a shape-shifted silver dragon.

THUNDERBANE

CE male hill giant fighter 6

The son of Stormogre is described more fully in **People to Meet in the Wilds of Ergoth**, on page 57.

THINGS THAT HAPPEN IN FOGHAVEN VALE

The following scenes take place in Foghaven Vale at specified times listed in the text. Most are time-dependent. While the heroes are traveling through the vale, keep in mind to make mention that it appears they are not the first to travel this way. Footprints in the dirt, half-eaten rations, and other telltale signs can be found as they travel through the valley.

THUNDERBANE AND THEODENES [EL 12]

The players will encounter Theoden at they enter the valley. Run this scene shortly after the players meet Theoden at **FV 3: The Stairs of Foghaven**. Depending on how hard or easy you want this encounter to be you could run it while the players have the advantage standing at the top of the stairs leading to the ruins, give both sides even ground in the Ruins of Foghaven, or while the players are descending the slippery stone steps from the Ruins of Foghaven into the valley.

The ground shakes and a huge boulder hits not more than 15 feet from you. An angry voice shouts, “By the blood of Stormogre, I, Thunderbane, demand the return of my property!” Another boulder drops behind you. Looking toward the voice, you see a very large hill giant, accompanied by six ogres, all dressed in livery bearing a storm cloud emblem. Three enormous riding beasts loom in the fog behind them.

The Situation: The leader of this band is Thunderbane (CE male hill giant fighter 3), son of Stormogre of Daltigoth, hunting Theoden who stole the *singing statue* from him. If the gnome is with the party, he looks quite worried, pawing through his bag of holding for something he can use. Thunderbane is willing to spare the party only if they immediately turn the gnome and themselves over to his men. If they refuse, he sends in the ogres to attack.

Creatures: Thunderbane, 3 baluchitheriums, and 6 ogres.

☞ **Thunderbane:** hp 177, see page 182.

☞ **Baluchitheriums (3):** hp 184, see page 182.

☞ **Ogre guards (6):** hp 29, see *Monster Manual*.

Tactics: Thunderbane and his ogres start about 50 feet away from the party. Three ogres concentrate on tossing javelins at any heroes who look like wizards or clerics while the other three and Thunderbane charge in on their baluchitherium mounts to engage with the front line heroes. If Theo is with the party, the hill giant heads right for him, trampling any heroes in the way.

Development: The ogres leave for dead any downed or unconscious characters, stripping the bodies of equipment and magic. They want to capture the gnome alive to take him and any treasure back with them to Daltigoth. They move at a leisurely four miles a day, so the heroes will easily catch up with them. If the heroes won, then they have two days before a full-scale “rescue” party comes looking for Thunderbane, lead by his twin brother Strokelightning and double the number of ogres.

Treasure: Thunderbane has 150 stl on his person and whatever magic items he normally carries; none of the ogres otherwise have anything of great value to the heroes.

THE GRAY WRAITH DESCENDS [EL 12]

Run this scene on the first night spent in Foghaven, unless the characters are in Huma's Tomb, in which case it occurs on the next evening.

Darkness falls and you make ready to bunk down in the relative warmth of the vale. Suddenly, an all-too-familiar scream pierces the night. The wind rises, and to the east a pair of luminous green eyes, surrounded by roiling black clouds, illuminates the darkness. The eyes advance on the party.

The Situation: The Gray Wraith is looking for Theros, and this time will actually confront the blacksmith if he is with the party.

Development: If Theros is here, even if he is actually the silver dragon D'argent in disguise, the Gray Wraith has come after him. It seeks to destroy him and regain the *silver arm*. If Theros is not with the party, the Gray Wraith passes among the heroes for one round to terrorize them, and then departs.

Creatures: The Gray Wraith (LE evolved advanced spectre); see **People to Meet in Foghaven**, page 66.

☞ **Gray Wraith:** hp 88, see page 177.

Tactics: The Gray Wraith wants to collect the *silver arm* from Theros and will not waste time attacking anyone else unless they prevent the spectre from reaching the blacksmith. Upon sensing the blacksmith's presence the Gray Wraith will emit its frightful moan then close in to attack, using its incorporeal nature to its best advantage.

THE COMING SQUALL [EL 12]

Run this scene once the heroes are nearing the Stone Dragon.

There is a piercing shriek as a large white dragon breaks through the low cloud cover over Foghaven Vale. Almost simultaneously a long, low howl goes up from both forests on the valley floor. The dragon circles once about the vale, then dives toward your party.

The Situation: The white dragon is Flight Marshal Odenkeer's mount, Squall. He is returning from his hunt to check up on Odenkeer, whom he dropped off here several days ago. He is not overly worried about the Flight Marshal, and is convinced that Odenkeer can take care of himself. He will investigate the party and antagonize them, but is not looking for a long drawn out fight.

Creature: A mature adult white dragon.

☞ **Squall:** hp 241, see page 180.

Tactics: Squall circles the heroes, using his frightful presence to shake up the heroes as he looks to see if Odenkeer is with them. Once certain that he is not, he lowers to around 60 feet and uses his breath weapon, flying away the following round. If they attack him before he breathes, he will stick around longer, perhaps to inflict some more damage on some of the weaker members of the party, but he is not keen on starting an extended confrontation.

KEY TO FOGHAVEN VALE

The following entries correspond to the Foghaven Vale map.

FV 1: WESTERN ENTRANCE

The heroes approach Foghaven Vale from the west. Read or paraphrase the following as the heroes approach the vale from the western path.

The walls of the mountain pass are wet with cold mist, and the steep sides of the vale are lost in the clouds. A thick fog closes in reducing shapes more than ten feet off to mere shadows. Suddenly, the northern wall drops away to form a steep cliff, plunging into unknown depths below. The path continues to the east. Ahead, a bell tolls softly.

The cliff is 150 feet high, extremely sheer, and slippery from moisture. Climbing down into the valley would be extremely hazardous; it would take a DC 25 Climb check to scale the cliff face.

The sound of the bell comes from the bell tower in **FV 4: The Ruins of Foghaven**.

FV 2: EASTERN ENTRANCE [EL 12]

If the heroes travel past **FV 3: The Stairs of Foghaven** you can read or paraphrase this:

As you travel, the misty valley below disappears as the mountain walls rise up all around you. Fog sits heavy in the pass and your vision is limited to a few feet before you. From behind you can hear a bell toll. Up ahead, three huge shadows move in the fog.

The Situation: The figures in the fog are the three baluchitherium mounts of Thunderbane and his party of ogres, described in the **Thunderbane and Theoden** scene (page 67). The mounts are tethered with sturdy ropes. Thunderbane and his crew have stopped too early in their journey and are looking in the wrong place for Foghaven Vale. Unless the heroes have already encountered Thunderbane, the hill giant and his

ogre band will return to this location in minutes. If the heroes withdraw and go back the way they came, Thunderbane and his warriors will return, get on their mounts, and eventually catch up with the heroes as they enter the valley. If the players wait for the ogres to return then the ogres will attack on first sight.

Creatures: Thunderbane, 3 baluchitheriums, and 4 ogre guards (CE male ogre warrior 4).

☞ **Thunderbane:** hp 177, see page 182.

☞ **Baluchitheriums (3):** hp 184, see page 182.

☞ **Ogre guards (6):** hp 29, see *Monster Manual*.

Tactics: Refer to the tactics section on page 67 for the **Thunderbane and Theoden** scene for details on a confrontation between the heroes and Thunderbane's band.

FV 3: THE STAIRS OF FOGHAVEN

Read or paraphrase the following as the heroes approach the stairs of Foghaven:

The muddy pass continues to the east and west, but to the north is a set of wide low stairs. These stairs are each about ten feet wide and half as many feet deep, and rise about one foot per step. The area is littered with ropes, stakes and pinions driven into the rock. The ropes lead up the stairs. Ahead and above a small shadow in the fog cries out "Hallo the bottom of the mountain! I'll throw you a rope." The end of a snakey rope sails down to you.

The characters obviously do not need a rope to ascend the stairs, and may do so without trouble. At the top of the stairs is a small gnome. His name is Theoden (see **People to Meet in Foghaven Vale**). He is involved in a "climb" of Foghaven. His lone companion is his cat, a saber-tooth tiger kitten named Star.

Theo is interested in the party and their destination. He was heading for Sancrist after adventuring in Abanasinia, but fell afoul of pirates, who sank his ship (well, actually it was one of his own experimental weapons that sank the ship, but no matter). He was sold into slavery in the ogre lands, but escaped.

Theo wants to join the party and says he knows a secret tunnel through the dragon statue that he says leads to Eastwatch, a region governed by the Knights of Solamnia and the next stop on the way to Sancrist. Theo is on the run from Thunderbane, from whom he stole a *singing statue*. He does not mention this to the party. Once he reaches the top Theoden puts his massive amount of climbing equipment into his *bag of holding*.

Theo may be the silver dragon D'argent in disguise; if this is the case, all of the above is merely a cover story the dragon will provide. Star is complicit in this, as much as an animal can be. D'argent has the *singing statue* because it was originally stolen from her lair by the ogres years ago and she finally retrieved it. Another possibility is that Star is the silver dragon, in which case she has been accompanying Theo since he escaped the ogre camp (the real Star was unfortunately killed by the ogres.)

A few minutes after the heroes meet Theoden it would be an appropriate time to run the **Thunderbane and Theoden** scene on page 67.

FV 4: RUINS OF FOGHAVEN

Refer to the Foghaven Ruins map for this area. It features several rooms, detailed below.

Ahead of you are the ruins of a small keep. Its walls shine with moisture. The southwestern tower is a shattered stump, while the southeastern tower is still intact. A bell tolls softly in the breeze. Beyond the Ruins across the vale of fog looms the stunning sight of a stone dragon looking down into the mists.

The archway and gate of this keep have long since crumbled away, and the courtyard is littered with debris and rotting wood. The northeast corner of the keep is missing entirely, having slid down the side of the cliff. Directly across from the entrance is a large, iron door.

Elves and men seeking the Stone Dragon once maintained this shattered keep for pilgrims. It has been abandoned since the Cataclysm. Its entrance is now a fallen arch, and the thick stone walls have crumbled in many places.

FV 4A: THE WATCHTOWER

This tower has had its top floor removed and is exposed to open air. Along the south wall, someone has inscribed in gilt letters:

*Lances did great Huma seek/
To forge upon the dragon's
peak/With silver arm and silver pool/
And Hammer strong
would forge wyrm's doom.*

The gold lettering is worthless if peeled off.

FV 4B: THE BELL TOWER [EL 9]

This tower is complete, 30 feet high, and hollow. At the top are a series of large bells, one of which is tolling in the breeze. Ropes of rotting hemp lead down to the floor level.

The Situation: The upper walls are the home of 10 enormous bats, long-lived inhabitants of the Vale. They are not bothered by the tolling bell, but if the other ropes are pulled, they attack those in the tower. Tolling the bell also warns any other creatures in the valley of the party's presence; the sounds of the other bells are distinct from the one that is tolling throughout the day and night.

Creatures: Ten dire bats, which will attack if bothered by the heroes.

☞ **Dire bats (10):** hp 30, see *Monster Manual*

FV 4C: THE RUINED STABLES

This pile of wood was once a fine stables. There is nothing of value here, although the wood will burn readily and make a serviceable fire. A DC 15 Search check will reveal that this has been done before.

FV 4D: THE RUINED QUARTERS

This was once the quarters for pilgrims en route to the shrine. It is a pile of rotting wood.

The Situation: The rotting wood is infested with yellow mold (see **Slimes, Mold and Fungi** in Chapter 3: Adventures of the *Dungeon Master's Guide*.)

THEO'S TALE

“There isn’t much to tell, really, you see, I’m an explorer, well, not an explorer, but an adventurer, well, really a discoverer, and a scientist too I guess... Hmm. Anyway.

“I’m from Sancrist (know where that is?), and I was adventuring in the west, and found all sorts of fascinating items and stories that I’m going to have published, that is if I get back to Sancrist. So. Hmm.

“I was en route back to Sancrist when pirates attacked and I, thinking of a contraption I had, multipurpose expeller-pressed soybean furnace compaction integrator. . . hmm. Well. I pulled it out of my bag and let loose with an attack, though I think it blew a hole in the bottom of my boat. Anyway.

“I washed up on shore near a ruined city and was summarily gnomehandled or kidnapped or waylaid by these ogres and taken before a big giant who asked me who did I think I was washing up on his beach and I told him and he threw me into prison and took my bag. So.

“I was assigned to make big rocks into little rocks, menial labor if you ask me, inconsequential and highly inefficient, and even though it wasn’t really my fault the quarry wall caved in, perhaps because of the corrections I made to the support beams, and the tracks, and the quarry carts, and. . . yes. Well, I escaped but not before I grabbed miscellaneous items that were clearly abandoned or unidentified, not in a kender sort of manner, but purely analytical, and. . . I got my bag back too but I think the big giant’s son is angry at me. And that’s that.”

FV 4E: THE MISSING CORNER

The subsidence of the cliff caused this entire section to slip downhill. The area is still so unstable that anyone within 5 feet of the edge must make a DC 18 Reflex save or go sliding 150 feet to the valley floor, taking 8d6 points of damage on the way.

FV 4F: STONE STAIRS DOWN

To get to the valley floor the pilgrims once needed to travel down a set of stone steps that were carved into the side of the cliff wall. The wide steps slope gently down but are wet with moisture. Anyone attempting to move faster than a walking pace must succeed at a DC 10 Balance check or fall off the stairs to the valley floor below taking 1d6 points of falling damage for every 10 feet they have fallen.

FV 4G: THE THUNDERING STAIRS

The doorway to this building is barred with an iron bar from the inside. The interior of this building is remarkable clean and contains a spiral staircase leading down. The stairs are sheets of metal that create a thundering noise when stepped on. The Stairway leads to FV 5: Dragon’s Lair.

Barred Iron Door: 2 in. thick; Hardness 10; hp 60; Break DC 30.

FV 5: THE DRAGON’S LAIR

The silver dragon D’argent keeps her lair in a large natural cavern located beneath the Ruins of Foghaven. Like that area, the Dragon’s Lair is a multiple-room location. Refer to the Dragon’s Lair map. You can read or paraphrase the following text as the heroes enter the Dragon’s Lair.

A large natural cavern lies before you. A number of tunnels, like the one you entered from, snake out in different directions. Magical light illuminates the entire cavern in a soft welcoming glow. To the south lies a small shadowy alcove. This cavern is dominated by a series of large step-like rocks on the west wall. The light of the cavern reflects off of the steps that appear to be littered with precious coins and gems.

FV 5A: THE THUNDERING STAIRS

A spiral staircase leads up from this tunnel. The stairs are sheets of metal that create a thundering noise when stepped on. The stairway leads to FV 4G: Thundering Stairs.

FV 5B: ILLUSORY EXITS

Each of these exits from the Dragon’s Lair is magically covered in a permanent illusion so as to appear as a solid cliff face from the outside of the lair.

FV 5C: THE CORRUPTED WELL

In an alcove on the southern wall is a well, filled to the top with silvery liquid. The liquid looks thicker and darker than the silvery water of the rivers in the valley. This is dragonmetal, but it has been corrupted by Odenkeer. If D’argent is with the party she senses that something has tainted the well and rushes to spur the group onward to the Stone Dragon as quickly as possible. The dragonmetal is now impure in nature and any weapons made of it break on the first use. If it is taken from the well it soon dries into a hard, brittle substance.

FV 5D: THE DRAGON’S HOARD

This is the treasure hoard of D’argent the silver dragon.

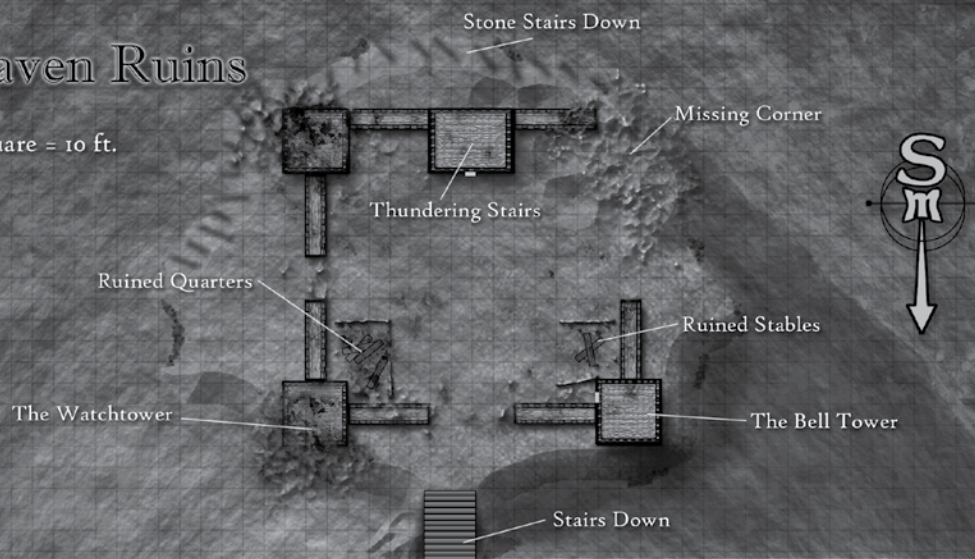
Treasure: The treasure of D’argent’s hoard contains gifts from pilgrims to the shrine at Foghaven. There are 5,000 steel pieces, 30,000 gold pieces, 50,000 copper pieces, and 700 platinum pieces scattered about the room, along with 10 gems and 500 gp value.

There is also a small wand of ivory with a bird’s claw holding a sphere. This wand has *magic aura* cast upon it, but has no magical power, and is a symbol of power among the kyrie. Finally, the lair contains six fist-sized gems that radiate magic. These gems are worth 100 gp each, but more importantly they have been taken from the Windpipe in Huma’s Tomb, and are used to control the Windpipe.

Regardless of D’argent’s shape-shifted identity, she protests any thievery, explaining that it is not wise to anger unknown dragons, but lets the characters take what they want. If she is in Star, Dargo or Whitestripe’s form, she will growl or snarl at any heroes helping themselves to the hoard, and Silvert or

Foghaven Ruins

1 Square = 10 ft.



Dragon's Lair



Shrine to Huma



Theodenes will read this as a sign to leave the hoard alone. Later, as the dragon D'argent, she will ask the characters to return the treasures.

FV 6: THE FOGHAVEN PLAINS [EL 7]

As the heroes descend into the vale it becomes warmer, and lush green shrubs dot the slopes. The grass at the bottom is neatly clipped, and thick woods stretch off to the east and west. A herd of huge sheep is seen grazing the field.

Creatures: There are about 15 almost supernaturally large sheep in this herd, passive creatures that will not bother the party. Three rams, all with nasty tempers, guard the sheep; the rams have identical statistics to dire boars, goring with their horns instead of tusks.

☞ **Dire Rams (3):** hp 52, see Dire Boar in *Monster Manual*.

Tactics: The rams will charge any threatening heroes, otherwise moving to interpose any approach toward the sheep.

FV 7: THE BRIDGE OF PASSAGE

This is a huge span of white stone, glistening from the steam of the hot springs. The sides of the span are carved with figures of men, elves and dragons moving in a procession to the north. A railing once guarded the sides of the arch, but the metal has rusted and all that remains are a few reddish holes.

The smooth surface of the bridge is even more slippery due to the condensed steam. Any character crossing the bridge must make a DC 10 Balance Check or fall in the heated water taking 1d6 points of falling damage. The hero can move to the nearest shore by making a DC 10 Swim check; failure means they are just treading water. Each round the hero is in the hot water they take 1d6 points of subdual damage, unless they are protected from fire or heat damage.

FV 8: THE HOT SPRINGS

The steam hangs heavy over the lake here, and the water bubbles and boils. The heroes see a small white bird dive at the surface of the water, and then it is gone, lost in the fog. The water in this lake is heated by volcanic fires far below. It will burn any who drink from it, and inflict 2d6 points of fire damage (scalding) to anyone who immerse themselves in it.

FV 9: THE COOL LAKE [EL 9]

This lake is cool and calm, its borders crowded with cat-tails and water-lilies. As they watch, the heroes see ripples radiate from the spot where a large fish briefly breaks the surface. A large sign, written in Common says "No Fishing".

Creatures: The fish in question are giant gar. There are five of these fish in the lake, watchdogs for the 14 nixies that make the lake their home.

☞ **Nixies (14):** hp 3, see *Monster Manual*.

Tactics: The nixies do not bother the party unless provoked, and let the party drink and swim in the lake without incident. Any character attempting to harm the fish, however, is attacked by a nixie's *charm person* spell-like ability. A *charmed* hero will be instructed to leave the lake.

Development: The heroes may decide to speak with the nixies, which begin as Indifferent. If they mention meeting and getting along with Alfotost the Sprite, this raises their attitude to Friendly; regular Diplomacy won't impact their attitude. A Friendly nixie will warn the heroes about the dangers in the Vale, but not about the Stone Dragon. They respect the silver

dragon D'argent, and will not harm the heroes if the shape-shifted D'argent is with them, but they will not give away her disguise.

FV 10: THE WOODS OF PEACE [EL 14]

The forest begins at the edge of the grassland, and the trees' branches form an apron of solid darkness beneath their boughs. Deep within the dark interior of the woods, luminous figures can be seen, moving silently through the trees.

The woods are enchanted, with permanent *darkness* effects (CL 20th) radiating from the trees. The effects are combined with *silent images* (also CL 20th) of glowing men and women feasting and dancing within. Any individuals who enter the woods must resist the permanent *deep slumber* effect that the woods also generate (Will DC 20 negates). The forest's caretakers take those that fall asleep to the nearest border of the woods.

Creatures: The caretakers are two moon dogs charged with guarding this place against evil.

☞ **Moon Dogs (2):** hp 49, see page 203.

Tactics: The moon dogs attack evil characters and seek to drive them away. They also attack those who seek to do damage to their forests, which shows great disrespect to the power of the gods.

FV 11: THE SHRINE TO HUMA

Refer to the Shrine to Huma map for this location. Like the Ruins and the Dragon's Lair, it is a multiple-room location.

Before you stands the Tomb of Huma, Knight of Solamnia, hero of a time now lost. It is a modest structure, dwarfed by the imposing weight of the carved dragon looming above it. Carved from obsidian rock, the shrine rests on a set of low tiers, surrounded by tall pillars forming a circle around the site.

Solamnic Knights in the party, especially a Knight with the Idealist archetype, will recognize this site instantly. It is a scene out of children's stories, the tomb of the almost-mythical hero Huma.

FV 11A: THE GUARDIANS

As the heroes approach the shrine, the pillars surrounding it seem to shimmer, as if they were exposed to great heat. They will feel mildly unwell watching their forms twist, until finally each of the pillars resembles a familiar figure.

The pillars are the immobile guardians of the Tomb and have two supernatural effects placed upon them. The first effect is an *antipathy* spell (CL 20th) placed on the entire area to drive any evil-aligned creature from the site of the tomb. The second effect is a glamor that makes the pillars appear to be friends and comrades of the heroes. If the original Heroes of the Lance are used, the pillars appear to be Goldmoon, Raistlin, Riverwind, and other members of the lost party. The DM is at liberty to choose other characters the players are familiar with, provided they are friendly to the party.

FV 11B: Huma's Tomb

The Tomb of Huma proper is a long, low building, set atop three octagonal steps. Its door, cast from bronze, is shut, and a thick piece of oak bars the entrance from this side.

The steps are as sharp and clear as if they had just been cut from the mountain yesterday. The Tomb's exterior is carved with ornate symbols and pictures of men and dragons locked in combat.

The oak block can be easily removed by anyone making a DC 14 Strength Check.

FV 11C: THE TOMB'S INTERIOR

The door silently swings open to reveal the final resting place of Huma. Both sides of the Tomb are lined with empty racks, holders for long pole arms. The far end of the Tomb holds a small dais, upon which there is an empty bier. At the near end is a well covered by an iron grating.

The Tomb is almost empty. The racks on either side, once resting places for the *dragonlances*, are bare. The bier that once held Huma's body is now empty. At the foot of the dais are the *Sword and Shield of Huma*, revered relics described in the **Appendix**.

Should either of these relics be removed from the tomb, the bearer acts as if under a *bestow curse* spell effect, impaired by a -4 penalty on attack rolls, saves, ability checks, and skill checks. This effect may only be reversed by an *atonement* spell, and will be revoked entirely if the relics are returned to their proper place in Huma's Tomb or wielded against an evil dragon.

D'argent will pay careful attention to the hero or heroes who take the *Sword or Shield of Huma*, and when she reveals her true form will express her desire for the heroes to return them to this place.

FV 11D: THE SHATTERED WINDPIPE

The well before the door of the tomb is covered with an ornate grating. Emblems of the Rose, the Crown, and the Sword are interwoven with vines of iron ivy. The well beneath the grating is lost in darkness.

A successful DC 20 Strength check is needed to move the grating. The well was once the Windpipe, a transport system to the Stone Dragon Lower Gallery and area **SD 20: The Windpipe**. It has been caved in.

Six holes have been gouged in the circular wall of the well just below its opening in the Tomb. These are the holders for the control gems found in **FV 5D: The Dragon's Hoard**. If the Windpipe can be eventually cleared, the gems may be reinstalled to make the Windpipe operational again.

Characters stepping or falling into the well fall 30 feet, until the windpipe slopes and gently breaks their fall. If the characters follow the windpipe, they find the way completely blocked after about 100 feet. The only way into the Stone Dragon and beyond it to Sancrist is up the outside of the Stone Dragon itself.

KEY TO THE STONE DRAGON EXTERIOR

From a distance the great Stone Dragon seems a steep and treacherous climb, its sharp features unassailable; even an uninitiated climber can tell that it will take several days to reach the top. Yet, at its base is a gentle slope of stone shards cut from the mountain when the Dragon was first built. The early stages

of the ascent do not require any tools, but once the heroes reach the first camp, ropes and climbing equipment will be almost essential.

If D'argent is still with the party she will tell the heroes that she knows of a secret entrance into the Stone Dragon located between the Dragon's wings. Silvert and Theoden, as well as D'argent, know the routes up the Stone Dragon. Any of the three may show the paths leading to the Hidden Vale. The paths are shown on the **Stone Dragon of Ergoth** map.

The following nine encounters detail the various stages of the climb, including multiple routes up. Each encounter area is roughly a day's climb from the others; the Climb DC provided enables the heroes to reach the next level before nightfall. If the characters attempt to fly to the top they will avoid all the climbing hazards and you can choose for the players to encounter the giant eagles from the **Where Eagles Dare** encounter, the gargoyles from the **Gargoyles Attack** encounter, or both before arriving at the Hidden Vale.

FIRST CAMP

Climb DC 5

The terrain at this stage of the climb is a broken slope of shattered stone, the remnants of the carving of the Stone Dragon. Climbing here is strenuous but not dangerous. The heroes reach a relatively level spot, and it appears that someone has been here before them as there are ashes of a recent fire.

The fire is about three or four days old, and there are cast-off supplies scattered around, including several short swords, bundles of warm clothing, and parcels of dried foodstuff. These are belongings that Vanderjack's "men" (the sivak draconians) abandoned to make the climb to the top easier. If the true Vanderjack is with the party or D'argent has taken the sellsword's form, he/she will recognize the belongings for what they are.

THE ARCHWAY [EL 11]

Climb DC 15

After a day's worth of climbing the path ahead of the heroes passes through a stone arch. The ground beneath them as they move beneath the arch is unstable, and they may lose footing.

Have each member of the party make a DC 15 Balance check as the first player comes within 20 feet of the arch. Failure indicates they slip on the rocks for 1d6 points of damage and fall prone ten feet down from their current position. Ropes do not negate the damage but do prevent them from falling prone.

Creatures: 20 dire bats inhabit the underside of the arch.

The bats are startled when the heroes pass through the arch or if a person falls down the slope.

☞ **Dire Bats (20):** hp 30, see *Monster Manual*.

Tactics: The dire bats attack all members of the party, save D'argent (in whatever form she has taken). The bats separate into groups of five, attacking in waves so that each round a new wave of bats swoops in and tries to take a bite out of the heroes. Each time a hero is struck by a bat, they must make the same Balance check to avoid slipping backward, unless they take a standard action to get secure footing. Once this is done, they may engage in combat without risk of falling or slipping, although they cannot move from their spot, and take a -2 penalty to AC. Heroes who are flying, or are enjoying the benefits of a spell like *spider climb* will not have to worry about losing their footing in this battle.

STEEP GOING

Climb DC 20

The section of rock wall the heroes cross at this point is coated with a thin layer of ice and melting snow. This makes the climb very slick, and Theoden (if he is present) will warn the party that proceeding without ropes is courting disaster. If the party is continuing to climb without ropes, have them make two DC 15 Balance checks. Failure indicates a fall of 40 feet and 4d6 points of damage. If they are using a rope they will only have to make one check, with a failure indicating a drop of 20 feet and 2d6 points of damage.

SECOND CAMP

Climb DC 10

The brush begins to thin out here and the path branches in two directions, one to the left (**Rough Sledding**), the other to the right (**Nooks and Crannies**). At the branch is another dead campfire, again set about three days ago. There are discarded rations but no further weapons; these rations may be useful if the heroes reach **Where Eagles Dare**.

WHERE EAGLES DARE [EL 9]

Climb DC 15

As the heroes pull their heads above this ledge they spy a large plateau before them. A broad ledge runs the length of the cliff face. It is scattered with large nests of broken trees and scrubs.

The Situation: This is the site of several giant eagle nests. The eagles resent the party's intrusion and set up a cry of warning. If the party proceeds, the eagles attack. The party may try to skirt the area along the cliffs base with a DC 15 Balance Check, failure indicates a 40 foot fall, 4d6 falling damage.

Creatures: Seven giant eagles.

☞ **Giant eagles (7):** hp 26, see *Monster Manual*.

Tactics: The eagles pair off, forming three groups of two, with the last eagle staying out of range. The pairs will attack obviously threatening characters, but not those who have yet to advance or attack them. The last eagle watches the heroes, trying to determine if it was just a mistake; if a round goes by with the heroes not making any direct harmful attacks upon the eagles, the seventh eagle calls them off and the heroes may attempt to parley.

Development: If the players can succeed at a DC 15 Diplomacy check they can work out a deal with the eagles, trading rations for safe passage. If the characters succeed at a DC 20 Diplomacy check, and prove to be non-hostile, the eagles agree to carry the characters directly to the **Hidden Vale**.

NOOKS AND CRANNIES [EL 9]

Climb DC 10

The right-hand path from **Second Camp** leads up the left leg of the Stone Dragon, an easy climb with plenty of handholds and easy footing. However, it is not without its threats—it is currently home to a band of young bull saqualaminoi, hairy ape-like humanoids distantly related to ogres.

Creatures: Six saqualaminoi bulls.

☞ **Saqualaminoi (6):** hp 63, see page 185.

Tactics: The saqualaminoi are excellent climbers, and recognize that the heroes are not. Their initial attitude is Unfriendly. They will attempt to capture or incapacitate the heroes, mainly to study them out of curiosity. If the heroes retaliate with lethal attacks, the bulls will not hesitate to try and

throw them over the side of the Stone Dragon. On the other hand, the bulls are not completely without intelligence, and might respond to a diplomatic overture from the party.

ROUGH SLEDDING

Climb DC 20

A small landslide covers the path here, and broken bits of carved stone are scattered about the path ahead. This slope is much steeper than either of the previous areas, and the threat of falling or avalanche is much greater. Have each hero make a DC 15 Balance check for each character moving through here. Those failing by 5 or more fall 50 feet (10 if tied to other party members) taking 1d6 damage for every 10 feet they fall. If more than three party members fail the Balance check it triggers an avalanche of loose rock. (See **Mountain Terrain** in **Chapter 3** of the *Dungeon Masters Guide* for Avalanche rules.)

GARGOYLE ATTACK [EL 10]

Climb DC 15

After a long day of climbing the heroes find a relatively level ledge that allows all of them to rest comfortably beneath an overhang of stone. Unfortunately, a band of gargoyles is hidden in a roost beneath the overhang, enemies of the kyrie in the **Hidden Vale**.

Creatures: There are eight gargoyles roosting here. Have the heroes make a Spot check versus the gargoyles Hide check. Keep in mind a gargoyle has a +15 bonus to their Hide check when they are concealed against a background of stone.

☞ **Gargoyles (8):** hp 37, see *Monster Manual*.

Tactics: When half the heroes have climbed onto the 15 ft by 30 ft ledge the gargoyles attack. They fly down and do their best to drag off the heroes, dropping them from a great height; such a fall will deal 5d6 damage and the dropped hero will be 50 feet lower than the others.

Development: If three or more gargoyles are incapacitated or slain, the rest will flee, returning later when the heroes are once again on the climb. If the heroes defeat the gargoyles, the party finds the remaining clothes and climbing equipment of Vanderjack's band. Vanderjack's "men" roused the gargoyles and finished the remaining distance up.

THE HIDDEN VALE [EL 13]

Climb DC 10

Upon reaching the Hidden vale, the heroes are stopped by a group of kyrie guards. Read or paraphrase the following:

You climb the last few feet to the juncture of the wing with the body and look out over a hidden vale. Well-tended orchards dot the plains and human-looking creatures tend sheep and goats. The back wall of the vale is dotted with hundreds of shallow caves. There is a flurry of wings, and dropping in front of you is a group of humanoids, each looking more like a bird than a man. They are armed with nasty looking crossbows, trained upon you. Curved scimitars hang at their belts.

The Situation: The heroes have reached the Hidden Vale, which also happens to be the home of the bird-like kyrie of the Aara-Kocra clan. The kyrie are highly agitated. Vanderjack's

band came through only days before, fighting and injuring a number of them. The guards are not looking for a fight, but they are not willing to take chances after the last “land-bound creatures” passed through.

The leader of the kyrie guards, a warhawk and cousin to the king, demands the group give their names and purpose in invading the kyrie's kingdom. He then demands that the party accompany them and be presented to their ruler. The heroes are allowed to keep their weapons, but the kyrie keep their crossbows trained upon them.

Creatures: A kyrie warhawk (N male kyrie fighter 9) and four kyrie guards (N male kyrie warrior 4).

☞ **Kyrie warhawk:** hp 80, see page 184.

☞ **Kyrie guards (4):** hp 36, see page 184.

Tactics: If the heroes attack, the guards will rise into the skies and assault the heroes with crossbows, telling them to surrender and come peacefully with them. Within three rounds, another group of four kyrie guards will join the battle if the heroes decide to fight.

Development: If the heroes present the wand of ivory from **FV 5D: Dragon's Hoard**, this will go a long way to calm the guards. Assume that the person possessing the wand gains a +10 circumstance bonus to their Diplomacy check with the kyrie.

The king of the Aara-Kocra, Stormcrow, is in one of the small grottos. He is tending to his son Skydancer, who was gravely wounded by the sivaks. The draconians fought past the guards, wounding the prince, and entered the Stone Dragon. Although the kyrie possess innate mystical powers, a legacy of their ancient link to the goddess Chislev, none of them have been able to produce curative spells since prior to the Cataclysm. Should the party aid the kyrie prince, the king will show them the location of the concealed door into the Stone Dragon. Showing them the power of the gods will also revive the kyrie's faith in their goddess.

The characters will also earn the good will of the king if they defeated the gargoyles or swear to go after the draconians in the Stone Dragon. The kyrie know nothing of the interior of the temple, and do not wish to know. They are deathly afraid of enclosed spaces, or else they would go in after the draconians themselves. They were given this land to live in ages ago by the “Great Dragons,” huge silver-scaled creatures who used the interior of the Stone Dragon to work mighty magicks; D'argent has never revealed herself to the kyrie, so true dragons remain a mystery to them.

The kyrie will not prevent the heroes from searching for the hidden entrance into the Stone Dragon, but will call additional reinforcements if the players attempt to make their way further into the alley without accompanying them peacefully. There are over a hundred kyrie living in this valley.

If Porthios is D'argent's Form: If the silver dragon has taken the form of the wounded Porthios, the elven prince is recovering alongside Skydancer. D'argent brought him here while wearing the form of Fizban, gave the kyrie instructions to await the arrival of Porthios' people, and then departed. D'argent (as Porthios) will sneak away before the heroes get to the Hidden Vale, and return soon after they meet the kyrie in the form of Fizban. If questioned, she will admit no knowledge of the duplicate Porthios, and the wounded elfprince (now recovered) will not be able to explain his

double either. The real Porthios will accompany the party throughout the Stone Dragon and leave them when they get to Eastwatch, if he survives.

KEY TO THE INTERIOR OF THE STONE DRAGON

The Stone Dragon is comprised of four levels: the Temple Level, the Lower Gallery, the Upper Gallery, and the Heart. The Temple Level is located approximately where the dragon's wings meet together at its back. This was the main living quarters for the priests that dwelt here, and is where the heroes will first enter the Stone Dragon interior. The Lower Gallery is located in the Dragon's throat and contained the Grand Gallery, a place of meditation. The Upper Gallery, located in the Dragon's head, is where the *dragonlances* were kept. The Heart level, located in the center of the Stone Dragon's body, is where the *dragonlances* were forged. All of the following encounters can be found on the Stone Dragon of Ergoth map.

TEMPLE LEVEL

SD 1: SECRET ENTRANCE

The only entrance from the Hidden Vale into the Dragon is through a door located along the Stone Dragon's spine. The kyrie will not enter the Stone Dragon, but they will show the heroes where the door is located if the heroes have proved themselves (see **Hidden Vale**, page 74).

Although it was once cleverly concealed by masterful stonework, the door has been broken open slightly by the sivaks and is hanging from its hinges, creating a narrow gap. There is light in the passage behind the door. Small heroes can enter through the gap, but larger heroes will need to open the door (DC 15 Strength check, with up to three heroes able to provide assistance). Each round spent trying to open the door gives the sivaks in **SD 2: The Temple** a chance to overhear the grinding sound of stone against stone (DC 15 Listen checks for the sivaks). The sivaks, who are playing at dice, stop what they are doing and lie in wait if they hear the sound; otherwise, they are unaware of the heroes, who may have their own chance to hear the clatter of the dice from down the short hallway (DC 15 Listen check.)

SD 2: THE TEMPLE [EL 8]

Read or paraphrase the following as the heroes enter the temple:

The corridor ahead of you opens into a wide area of worship with a high ceiling. The shrine is forty feet deep, with passages leading east and west. Benches line the walls, and the far end is a small altar beneath a huge tapestry. The tapestry depicts a warrior in armor of shining silver, a mighty dragon sitting regally behind him, and a constellation in the black sky.

The Situation: The constellation is that of Draco Paladin, now absent from the sky. The dragon is the Platinum dragon. The man is Paladine. The tapestry seems to indicate they are one in the same being.



Creatures: Flight Marshal Odenkeer has posted two sivaks in here to guard the entrance. If the heroes made too much noise opening the door into the Temple Level, the sivaks are on either side of the opening, ready to strike at the heroes once they enter. Otherwise, they are at a bench playing dice.

☞ **Sivaks (2):** hp 51, see *DRAGONLANCE Campaign Setting*.

Tactics: The sivaks will try to kill or incapacitate any intruders that enter the temple area. The sivaks employ their greatswords, but if the heroes surround them they will abandon the swords and resort to their multiple natural weapons. If they take more than half their hit points they will withdraw to **SD 5: Priests' Room East** to call upon the sivaks located in that room for reinforcements.

Development: Those worshipping at the small altar in this room will receive the effects of a *bless* spell that lasts until they leave the Stone Dragon.

SD 3: FALSE TREASURE ROOM

The door to this room is iron and sealed with an excellent lock:

Iron Door: 2 in. thick; Hardness 10; hp 60; Break DC 28, Open Locks DC 30.

If the heroes manage to open the door you can read or paraphrase the following:

The walls of this room are dotted with small holes, as if burrowing insects had nested in the solid rock. There are 10 piles of thick gold bars in this room, each pile containing almost two dozen bricks.

The Situation: The "gold bricks" are ceramic bricks covered with gold paint, worth even less than real gold.

Trap: The small holes are dart-traps. The illusionary effect that once covered the holes in the walls has failed. Any character entering the room triggers the trap.

☞ **Fusillade of Greenblood Oil Darts:** CR 7; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1 plus poison, dart); poison (greenblood oil, DC 13 Fortitude save resists, 1 Con/1d2 Con); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area); Search DC 25; Disable Device DC 25.

SD 4: TREASURE ROOM

The door to this room is iron and locked with an excellent lock:

Iron Door: 2 in. thick; Hardness 10; hp 60; Break DC 28, Open locks DC 30.

If the heroes manage to open the door you can read or paraphrase the following:

The walls here are smooth plaster. There are 10 piles of thick gold bars in this room, each pile containing almost two dozen bricks.

The Situation: The walls and brick are part of a *mirage arcana* (CL 20th). The walls are really dotted with dart holes as in **SD 3: False Treasure Room**, with the same effect as noted there. The ceramic bricks are really steel bars clad in gold, and are worth 2000 stl each. They also each weigh 20 pounds.

Trap: A dart trap concealed by illusions is this room's primary threat.

☞ **Fusillade of Greenblood Oil Darts:** CR 7; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1 plus poison, dart); poison (greenblood oil, DC 13 Fortitude save resists, 1 Con/1d2 Con); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area); Search DC 30 (concealed by *mirage arcana*); Disable Device DC 25.

Stone Dragon of Ergoth

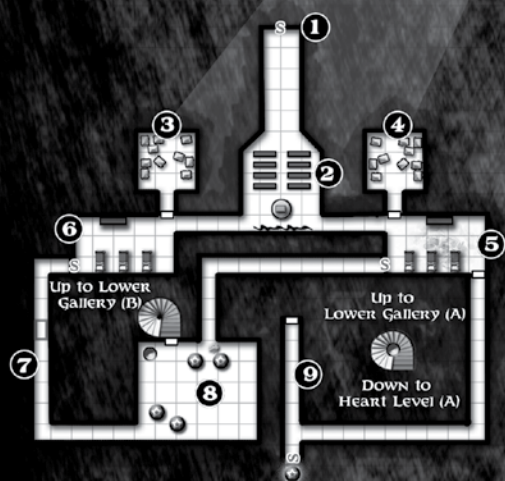
Upper
Gallery



Lower
Gallery

Down to Temple Level (B)

Temple Level



1 Square = 10 ft.

- Legend -

1. Secret Entrance
2. The Temple
3. False Treasure Room
4. Treasure Room
5. Priests' Room East
6. Priests' Room West
7. Trapped Corridor
8. Stone Guardians
9. Juggernaut Corridor
10. Entrance Foyer
11. Gallery of Dragonwars
12. The Balcony
13. The Staircase
14. Statues of Warning
15. Guardian of the Lances
16. The Way Down
17. Windpipe's End
18. The Long Satircase
19. Furnaces of Ergoth
20. Broken Windpipe
21. The Anvil
22. The Basilisk
23. Pool of Dragonmetal
24. Exit to Human Lands

Heart Level



SCM

SD 5: PRIESTS' ROOM EAST [EL 9]

This room appears to have once been sleeping quarters for priests and their assistants. The furniture and tapestries on the walls have long since rotted. A secret door (DC 25 Search check) located on the west wall of this room leads to SD 8: Stone Guardians.

Creatures: This room is occupied by three sivaks who are waiting for orders from Odenkeer. Two of them are currently trying to open the lock to SD 4: Treasure Room, if they weren't drawn to SD 2: The Temple by the sivaks guarding the entrance. If draconians from elsewhere fled to this room, all sivaks present will be ready for the heroes.

☞ **Sivaks (3):** hp 51, see *Dragonlance Campaign Setting*

Tactics: The sivaks take up their weapons if they weren't aware of the heroes approaching, and then charge in with their greatswords. Like the other sivaks in the White Wing, these creatures will abandon their swords if surrounded and resort to natural weapon attacks.

SD 6: PRIESTS' ROOM WEST

This area is the mirror of SD 5: Priest's Room East but has no draconians. There is a secret door (DC 25 Search check to find) located on the east wall of this room that leads to SD 7: Trapped Corridor.

SD 1F: TRAPPED CORRIDOR

As the heroes move down this corridor, those in front will trigger an ancient trap.

Trap: Small jets of flame shoot out of the walls thirty feet behind the trigger point, possibly burning any heroes in the back ranks. Once these would have been deadly, but long disuse has clogged the valves.

☞ **Flame Jets Trap:** CR 3; mechanical, location trigger; manual reset; Atk +20 ranged (2d4 fire damage); Search DC 22; Disable Device DC 22.

SD 8: STONE GUARDIANS [EL 9]

Read or paraphrase the following when the heroes enter this room:

This is a large, ornately carved room. Two huge statues stand before each arched room entrance, shimmering as if exposed to great heat. A pile of broken stone lies by the northern passage. In the north wall there is a door, and a well in the northeast corner with a hole in the ceiling above it.

The Situation: The well is the Windpipe from the Tomb of Huma that once led to this level. It was filled with rock by the silver dragons before they left. The hole in the ceiling is another part of the Windpipe that leads up to SD 11: Gallery of Dragonwars, and if the heroes touch one of the six *controls gems* embedded in the sides of the well they will be sucked upwards to the gallery. A DC 18 Reflex save will enable the hero to grab onto the lip around the ceiling hole, at which point they may climb out and drop again to the floor. The north door leads to a stairs that climbs to the next level.

Creatures: The four statues are similar to the pillars at FV 11: Shrine to Huma. Unlike the pillars, they are animated objects, and can move and attack anyone entering their area. They look like the heroes' missing friends. The pile of rubble is a fifth statue, this one apparently in the shape of a sivak draconian when it was destroyed.

Creatures: Four huge animated objects carved from stone. Each has a hardness of 8, speed 30 ft., and the ability to trample any creatures of Medium or smaller size (Reflex DC 15 negates).

☞ **Huge animated constructs (4):** hp 84, see *Monster Manual*.

Tactics: The animated statues will stand in front of the corridors blocking entry. Anyone trying to pass through will provoke attacks of opportunity. If one of the players attempts to bypass the statues into the room, one will leave their post while the other one guards the corridor. The objective here for the heroes is to simply make it through the room. They don't have to fight all four animated statues to accomplish this.

SD 9: JUGGERNAUT CORRIDOR [EL 8]

The corridor ends in a false door to the north and a secret door to the south. A DC 25 Search check will uncover the secret door. Behind the secret door is a large stone dragon on rollers, part of a magical trap to crush unwary tomb robbers.

Trap: If someone attempts to open either door, the juggernaut comes out of its hidden compartment, charging forward and rolling over anyone standing in the thirty feet of corridor in front of the secret door. Any heroes caught beneath its rollers take 8d6 points of damage and will be knocked prone. The juggernaut then retracts, essentially repeating the effect, with any prone heroes taking a -4 penalty to their Reflex saves. Any heroes who succeed at the Reflex save either leap over the rolling stone dragon or manage to squeeze to one side without taking damage or falling prone.

☞ **Juggernaut Trap:** CR 8; mechanical, location trigger; automatic reset; no attack roll required (8d6, crush, Reflex DC 20, repeats); Search DC 22; Disable Device DC 20.

THE LOWER GALLERY

SD 10: ENTRANCE FOYER

Characters taking the stairs from SD 8: Stone Guardians will find themselves in a small foyer of the Lower Gallery. The stairs open out into broad steps that sweep up and around SD 11: Gallery of Dragonwars. The windpipe from SD 8: Stone Guardians will draw the heroes up and hang them suspended in mid-air until they step into area SD 11: Gallery of Dragonwars.

SD 11: GALLERY OF DRAGONWARS

Read or paraphrase the following as the heroes reach this area:

A twenty foot-wide corridor curves east rising in abroad, smooth steps. Along the northern wall is a large mural. Bright torches light the entire area, as if your coming was expected. Thirty feet away from you, just as the corridor bends, is the body of an old man, twisted in death. It is the old wizard, Fizban.

As the party checks out the crumpled form on the steps, it appears to be Fizban the Fabulous. However, they also notice another body thirty feet further up the stairs that also resembles Fizban. Thirty feet beyond that body, to the south, is another Fizban. Finally, a fourth body is spotted at the top of the stairs. This Fizban apparently died in his sleep, as he is propped delicately against a pillar.

This is the real Fizban, asleep. If anyone checks him, he awakens with a cheery, "Hello, do you have breakfast ready?" See the **Fizban and D'argent** sidebar for more information.

SD 12: THE BALCONY

The full mural of the Dragonwar Gallery can be seen from this balcony, which looks out over the stairs of **SD 11: Gallery of Dragonwars**. It starts to the left, as did the one in Pax Tharkas. Great, evil dragons descend from the sky, destroying a mighty city similar to Tarsis. The devastation fills the first panel. The central panel is a map of the interior of the Stone Dragon, noting its various levels as Head, Throat, Shrine and Heart.

To the right of the central panel, the carnage continues, but this time dragons of silver and gold rise up to fight the evil dragons, armed with *dragonlances*. Men on foot have smaller lances. In the final scene, the evil dragons are routed, but not without cost: Huma lies mortally wounded, cradled in the arms of a great silver dragon that sheds tears for his passing.

SD 13: THE STAIRCASE

This broad, white marble staircase is splattered with blackish liquid. If the liquid is examined, it turns out to be blood. It is the blood of one of the sivaks that made it past Fizban.

THE UPPER GALLERY

This level occupies the head and upper jaw of the Stone Dragon, and is divided into two tiers. The lower tier is **SD 14: Statues of Warning**; the upper tier is reached by a 15-foot-high staircase on either side of **SD 3A**.

SD 14: STATUES OF WARNING

Read or paraphrase the following as the heroes arrive in this area:

The staircase opens onto a wide landing. Stairs lead further up to the right and left. Directly ahead are a pair of statues, carved in dark stone to resemble crouching lions. Their heads are those of silver dragons.

The first dragon-sphinx speaks, saying, "The only evil here is that you bring." The second says, "One of pure heart can do the task of many." Then both are silent.

Other than the *magic mouth* spells cast on each of them, there is nothing unusual about these statues.

SD 15: GUARDIAN OF THE LANCES [EL VARIES]

The stairs lead up to a second tier, this one lit by daylight through thick glass on either side of the room apparently coming in through

FIZBAN AND D'ARGENT

Fizban gradually remembers the party, mentioning previous encounters. He says he knew Derek when he was in the circus. He attempts to prove his true identity by pulling a moose from his hat. (He gets a coat-rack, but he is running true to form).

If he is attacked, attacks miss and Fizban surrenders, pulling out a white flag from his hat.

If asked about the other "Fizbans," he says that he slew four sivaks and they must have taken his likeness while dying. If it is pointed out that there are only three bodies, he says he must have miscounted.

Fizban did not reach his advanced age without noticing a few things, and he is aware that the party could not have reached here without some help. He knows the dragon D'argent, and sees her hand in this.

If D'argent is among the party in shapeshifted form, Fizban confronts her directly, asking why has she violated her Oath. She replies that any oath given under duress is not binding, and begins to change shape, assuming a smaller version of her silver dragon form. Fizban says that she endangers a great deal by breaking the Oath. D'argent does not wish to argue and tries to drive the frail mage off. She takes a swipe at Fizban with her claw. The old man dodges nimble aside. D'argent does not wish to hurt Fizban, but only wishes to provide the party with the *Drgaonlances*.

The heroes can attempt to restrain Fizban or subdue D'argent. Fizban, not much of a fighter, is easier held. D'argent flees the first round she takes damage, retreating down the stairs and into the Windpipe. If she reaches the Windpipe she will escape the party. If she is somehow subdued, Fizban orders D'argent to leave the party, which she does.

If no one interrupts the combat, it continues for two rounds. On the third round of combat the mage mutters a spell and both of them disappear in a flash of light.

If D'argent is defeated, Fizban returns to his normal befuddled self. He offers no explanations. He mutters something about a gambling debt if pressed.

If both Fizban and D'argent disappear, the party is on its own from now until they leave the Stone Dragon.

the eyes of the stone dragon. Against the far wall stands a bronze door. To either side of the door are racks of mighty pole arms – *dragonlances*! Situated before the bronze door is a large humanoid with bronze skin and a steel sword. It has the head of a dragon and blood on its blade.

Standing along the west wall are two sivaks. They eye the adventurers warily. Lying around the room are six more bronze statues.

The Situation: The bronze figure before the door is the Guardian of the Lances. It has positioned itself before the lances and the bronze door leading to the Heart level. The bronze figures on the floor are sivaks that the Guardian killed. Odenkeer and two sivaks are the only survivors left after battling the Guardian. The sivaks hung back, away from the Guardian, while Odenkeer drank his *potion of invisibility*. The Flight Marshal sneaked around the Guardian shortly before the heroes topped the stairs.

Odenkeer has one objective, which is to get to the well of dragonmetal in the Heart Level. If Vanderjack is with the party, even if “he” is D’argent in shape-shifted form, Odenkeer drops his *invisibility* and shouts out, “You! You lazy excuse for a mercenary! I sent for you weeks ago!” If Vanderjack is an NPC, the sellsword shrugs and says, “What can I say, I fell in with a better crowd.” Odenkeer offers the mercenary triple his original contracted price (which amounts to 15,000 steel) if he will attack the heroes; if an NPC, Vanderjack will shrug and say to his friends, “Sorry, a deal’s a deal,” and join the sivaks in attacking them. If Vanderjack is a player hero, of course, the player is under no obligation to do likewise, in which case the sivaks attack alone. Either way, Odenkeer uses his action after initiative is rolled to run downstairs to the Heart level.

Creatures: Guardian of the Lance, Flight Marshal Odenkeer (briefly), two sivaks, and possibly Vanderjack.

☞ **Guardian of the Lances:** hp varies, see page 177.

☞ **Sivaks (2):** hp 51, see *Dragonlance Campaign Setting*.

Tactics: The Guardian’s objective is to keep the *dragonlances* from being taken and to prevent access to the Heart Level. It will use whatever means necessary to do this; having already confronted six evil opponents (the six dead sivaks), the Guardian’s attack, AC, and weapon damage bonus have already reached their maximum +6 enhancement. Any living creature that comes within 10 feet of the Guardian’s usual position will be attacked. The sivaks, who attack once Odenkeer gives the order, know about the Guardian’s trigger and avoid it as they attack the heroes. If Vanderjack turns on the heroes at this point, he will strike at the weakest hero first. He’s been with them this long, so he knows whom to target.

Treasure: There are 20 *dragonlances* here, 10 mounted lances and 10 footman’s lances. See the Appendices for full descriptions of these weapons.

SD 16: THE WAY DOWN

This small room consists of a functional Windpipe (with six control gems) and an oak door on the far wall. The door opens onto a long staircase down. Both the Windpipe and the stairs lead to the **Heart Level**.

THE HEART LEVEL

The Heart of the Stone Dragon contains one of the necessities for fighting the war against the evil dragons. Herein are the foundries for making *dragonlances*, and the source of dragonmetal. The area is lit by a reddish light from the furnaces, and is considered to be in shadowy illumination. Elves and other creatures with low-light vision may see normally on this level.

This is the location of the final confrontation with Flight Marshal Odenkeer, who seeks to corrupt the pool of dragonmetal at SD 23. When the heroes descend from the Upper Gallery, either via Windpipe to SD 17 or the stairs

at SD 18, Odenkeer will be hiding invisibly near the ruined Windpipe at SD 20. As soon as they draw out the basilisk at SD 22, Odenkeer will make his move. See SD 22: **The Basilisk** for more details.

SD 17: WINDPIPE’S END

The Windpipe from the Upper Gallery level ends without warning, dropping the heroes twenty feet onto the surface of a pool of water illuminated with a reddish light. The dragons removed the control gems at this end of the Windpipe when they abandoned this place. The heroes drop into an underground reservoir used for quenching the newly forged lances. They take no falling damage, but when they land in the water they must make a DC 10 Swim Check to remain above water long enough to get out. The water is 10 feet deep beneath the Windpipe, fed by a natural spring, and is extremely cold; if the heroes cannot pull themselves out with their Swim check, they take 1d6 points of nonlethal damage each round until they do.

SD 18: THE LONG STAIRCASE

These stairs lead to the **Upper Gallery**. With the removal of the control gems, this is the only way up to the Upper Gallery from this level.

SD 19: THE FURNACES OF ERGOTH

The source of the dull red glow filling the cavern is five huge furnaces standing along the south wall. Their fires have been banked and their chimneys are closed, but appear fully operational, waiting for a blacksmith to return.

The furnaces are fed by volcanic heat from deep within the mountains. When in operation, the chimneys lead to the head of the Dragon and smoke pours from the Dragon’s nostrils. There are many tools here, and Theros (if he is with the heroes) believes that this is the best-equipped smithy he has ever seen.

SD 20: THE WINDPIPE

This is the Windpipe from the **Lower Gallery** to Huma’s Tomb. It is completely blocked by rubble. A team of a hundred men working in shifts could make it operational in a month’s time, as the gems are still present. Flight Marshal Odenkeer is hiding near here, having drunk his potion of invisibility; the shadowy illumination and the ever-present rumbling of the furnaces makes it very difficult to detect his presence (DC 45 Spot check, or DC 30 Listen check).

SD 21: THE ANVIL

A massive anvil stands here. Tongs lie to one side, but there is no hammer. An inscription winds around the base.

The inscription reads:

With Silver Arm and Silver Pool
And Hammer to forge Wrym’s doom
Dragons hid these mighty tools
The last True Pool lies in this room
The Arm is lost to unknown fate
The Hammer lies past Dwarvengate

The anvil is made of meteoritic iron—star metal—and cannot be chipped or shattered. Once the heroes reach this area and have time to read the inscription, they are set upon by the guardian of the pool; go directly to SD 22.

SD 22: THE BASILISK [EL 12]

After the heroes reach SD 21: *The Anvil*, and have read the inscription, read or paraphrase the following:

You hear the scrape of claws on stone to the northwest, and a huge shape lumbers into the red-limned cavern. The creature appears to be a silver-scaled dragon similar to the monument you are inside, except it has eight legs and no wings. Its eyes are like coldly radiant lamps, and as it moves forward it lifts its massive head to gaze upon you.

The Situation: This is a mighty basilisk drawn from the Dome of Creation when the silver dragons abandoned the Stone Dragon in the Age of Might. It has rarely needed to awaken from its magically restorative slumber, but the arrival of Odenkeer's draconians and of the heroes themselves has roused it. If D'argent is still present, she commands it to stand aside, whereupon it ceases its advance and becomes as motionless as a silver statue. Otherwise, it attacks. Odenkeer waits for the heroes to attack the basilisk, after which he tries to sneak around to get to SD 23: *The Pool of Dragonmetal*. He can reach there on the second round, and once he does, his invisibility will wear off. If D'argent has dismissed the basilisk, Odenkeer makes his move—see **Development** for more details.

Creatures: Celestial greater basilisk.

☞ **Celestial greater basilisk:** hp 189, see page 182.

Tactics: The basilisk actively uses its petrifying gaze (Fortitude DC 21 negates, 30 ft range) on the first round, and then resorts to its bite if heroes get closer. Remember that every hero, at the beginning of his or her turn in initiative order, must make a saving throw unless they are averting their gaze (in which case the basilisk gains concealment against the hero and the chance of the hero needing to make a saving throw is only 50%) or have covered their eyes somehow (in which case the basilisk has total concealment against the hero.) Odenkeer has a 50% chance each round of needing to make a saving throw, himself, although after the second round he will already be at SD 23 and this won't be a problem for him.

Development: Assuming Odenkeer isn't turned to stone, he makes for the pool of dragonmetal. If D'argent has intervened and the basilisk is dismissed, the heroes may ask her to turn the basilisk on the Flight Marshal; see SD 23. If D'argent has not stopped the basilisk (i.e. she is not with the party) the heroes will have 2 rounds of combat before Odenkeer reaches SD 23. At that time, if the heroes spot the now-visible Flight Marshal (DC 20 Spot check) they may try to turn the basilisk upon him themselves. This will require one of the heroes to draw the creature's attention around to the pool, opening them up to petrification, but if the

basilisk directs its attention around it will see Odenkeer and immediately cease all attacks upon the heroes. See SD 4G for more details.

SD 23: THE POOL OF DRAGONMETAL [EL 12]

Within a great well near the back of this alcove is a pool of molten metal, cool to the touch. It is the last known pure source of dragonmetal on Krynn, the only substance that can forge the dragonlances. The material can be used to forge other magical weapons and armor, but only *dragonlances* have special properties against dragons. See page 113 of the *Dragonlance Campaign Setting* for information on dragonmetal.

The Situation: Flight Marshal Odenkeer seeks to corrupt this pool just as he did the pool in D'argent's lair. He has the necessary corrupting elements contained within a flask, but the foul liquids take up to three rounds to fully activate within the liquid dragonmetal. It takes Odenkeer two rounds once combat has begun with the basilisk at SD 22 for him to reach this pool. On the third round, he uses a standard action to dump the contents of his vial into the well, which drops his invisibility. For the next three rounds (rounds four, five, and six) any hero may cast a spell charged with positive energy (such as a cure light wounds spell) directly into the liquid metal and prevent it from being corrupted. D'argent, or any hero who succeeds at a DC 15 Knowledge (religion) or Knowledge (arcana) skill check, will know this to be the case once Odenkeer is seen pouring the corrupting liquids into the dragonmetal. If three rounds go by and nothing is done, he pool begins to bubble and smoke, becoming dark and viscous. Only the willing sacrifice (and death) of a hero with a pure heart (Good alignment) will restore it.

Creature: Flight Marshal Odenkeer is the only opponent at this point, and he will fight viciously but with an aim to get out of the Heart level alive. Once he has done his work, he has no reason to stay in the Stone Dragon.

☞ **Flight Marshal Odenkeer:** hp 92, see page 179.

Tactics: Odenkeer is a dangerous opponent, but he is only one man. He will deliver as much damage as possible to any spellcasters or lightly-armored characters, while trying to get out of the heroes' range and run for the exit. As a rogue knight, he has access to his Desperate Strike ability, allowing him to deal +2d6 damage on all of his weapon damage rolls while he is flanked by two or more opponents, which means that he will not hesitate to run into the midst of the party at some point. Also, his Dire Providence ability allows him a Fortitude save (DC equals damage dealt) once a day to halve any damage that would have reduced his hit points to 0 or less.

Development: The heroes may be able to get the basilisk to help them out in this battle either by drawing its attention or having D'argent command it. D'argent herself will not participate in the battle, instead directing any character with healing powers to take care of the befouled dragonmetal; the corruption of the liquid metal has paralyzed her, rendering her motionless until it is cleansed.

Three items are needed to forge a true *dragonlance*, according to legend: the *Hammer of Kharas* (still in Thorbardin), the *silver arm*, and dragonmetal. The party has two of these items (assuming Theros is with them), but can only forge lesser *dragonlances* without the Hammer

of Kharas. This will come into play later in this adventure, but for now, the heroes should have a good supply of *dragonlances* with which to join the battle on the mainland.

SD 24: EXIT INTO THE HUMAN LANDS

The exit north leads to a series of caverns that end in a small cave high above on the border of a ruined town north of Foghaven Vale (Area WE 29).

EPILOGUE

By this time, the heroes have recovered the *dragonlances* and now know what is needed to forge more of them. Their immediate goal is to reach the Solamnic outpost, which Theros has heard of. From there, the heroes must find transportation to continue their quest to Sancrist. Bringing the *dragon orb* safely to the Whitestone Council is of the utmost importance if the tide is to be turned in the battle against the dragonarmy hordes. The heroes travel through two more areas before reaching the outpost.

RETURN OF THE SQUALL [EL 13]

Read or paraphrase this scene shortly after the heroes follow the exit from the caverns in the Heart Level of the Stone Dragon:

The cavern opens up onto a hillside overlooking a ruined town. The town was destroyed in the fury of the Cataclysm: pillars lie toppled and no building remains standing. Statues of men, dwarves, and elves are strewn through the wreckage. The vale leads down to a fertile valley farther to the north; smoke can be seen rising from the chimney tops of settlements in the distance. Suddenly there is a piercing cry, unlike that of any bird. It is the angry scream of a dragon. From high above, a trio of rider-less white dragons descends on you.

The Situation: Flight Marshall Odenkeer's mount, Squall, called upon her fellow dragons to assist in the search for Odenkeer. If Squall was slain in Foghaven Vale, these are scouts looking for her and the Flight Marshal. In either case, their present orders are to slay any adventurers found in their search, and bring any treasure back to Daltigoth.

This is the party's first opportunity to use the *dragonlances* from the Stone Dragon. If D'argent is present, she assumes her dragon form and takes a hero aloft. If she does this she tells her rider that all the evil dragons must be slain so that no word of her actions reached outside ears. If D'argent is no longer with the party, she rejoins them at this stage. If Fizban is present, he begins to cast a spell, steps backward into a shallow hole, and struggles to free himself for the remainder of the conflict. The white dragons do not notice him.

Creatures: Squall, a mature adult white dragon, and two young adult white dragons.

☞ **Squall:** hp 241, see page 180.

☞ **Young adult white dragons (2):** hp 142, see page 187.

Tactics: The white dragons make two low passes as a group, with Squall using his breath weapon upon the heroes on the first pass, and the two younger dragons using theirs on

the second pass. They then land, one on each side of the party and Squall in the center. Squall will attempt to take out any spellcasters while the other two concentrate on the toughest surviving fighters.

Should D'argent go aloft, Squall instead pursues the silver dragon. The white dragons do not threaten D'argent with her mysterious oath, but seek to slay her. You should use this scene as a means of demonstrating just how powerful the *dragonlances* are—allow any critical threat to be confirmed without a die roll for the battle.

Development: After the battle, D'argent, if present, makes her farewells and returns to the cavern leading to the Stone Dragon. She explains that Fizban was right, that the old wizard knows more than she about the risk she has taken in leading men to the source of the *dragonlances*. She gives Theros the authority to start up the foundry and forge new lances. Fizban, if he is present, recovers sufficiently from his struggles to join the party.

THE LAND OF THE KNIGHTS

Read or paraphrase the following once the heroes leave the valley and enter the lands of Eastwatch.

This area is a bountiful land untouched by the tread of the Dragonarmies. It brings to mind the Haven area of long ago. Small settlements are scattered about, linked by ancient roads of packed earth. The natives, humans, seem curious and friendly.

The Situation: About 2 hours after entering this area, the heroes are hailed by a group of mounted men. The group's leader is Lord Kanthor Broadblade, a Knight of the Sword. He recognizes Lord Derek if he is with the heroes, although any other Solamnic Knight should be able to recite sufficient lineage to trigger Lord Broadblade's recollection. Word reached the outpost several days ago to be on the lookout for a group of adventurers and Knights bearing a great treasure.

The heroes are escorted to the Knights' outpost without further adventures. At the outpost, the group is asked to report on what they found. It is up to the party whether to mention the *dragonlances*, *dragon orb*, or silver dragon. Theros Ironfeld will definitely mention the foundries of the Stone Dragon, and indicate that he is interested in starting them up and beginning the production of new *dragonlances* for the first time in centuries.

Fizban, if he left the party in the Lower Galley of the Stone Dragon, also turns up at the outpost. He says his *teleport* spell malfunctioned: he was aiming for Tarsis. He does not mention D'argent or the conflict inside the Stone Dragon and if asked about it, requests that the party not mention her again in public, ever. The less said about the Oathbreaker, he says, the better.

The Knights are more than willing to provide a ship and sufficient manpower to sail to Sancrist, and send messengers ahead to report the good tidings of Derek's quest. The Knights have gained valuable allies, and the heroes have at last found others willing to stand up against the advancing dragonarmies.

CHAPTER 7: WAR

Sick with horror, Sturm saw Derek's hand was pressed over his stomach, where his life's blood was welling out, but not fast enough to end the agonizing pain. Giving a ghastly smile, Derek clutched Sturm's arm with a bloody hand.

"Victory!" he croaked. "They ran before us and we pursued! It was glorious, glorious! And I—I will be Grand Master!" He choked and blood spewed from his mouth as he fell back into the arms of the young knight, who looked up at Sturm, his youthful face hopeful.

"Do you suppose he's right, sir? Maybe that was a ruse—" His voice died when he saw Sturm's grim face, and he looked back at Derek with pity. "He's mad, isn't he, sir?"

"He's dying—bravely—like a true knight," Sturm said.

"Victory!" Derek whispered, then his eyes fixed in his head and he gazed sightlessly into the fog.

Dragons of Winter Night

By Margaret Weis and Tracy Hickman

SYNOPSIS

This chapter is divided into two main sections. The first covers the heroes' journey from Southern Ergoth to the High Clerist's Tower, bringing the *dragonlances* and the *dragon orb* to the Knights of Solamnia; along the way, they may choose to participate in some of the war councils that are being gathered to deal with the approaching Dragonarmies. The second section details the High Clerist's Tower itself, a massive structure that contains secrets the heroes must uncover in order to turn the tide of the war.

THEMES

War is the predominant theme of this chapter. The heroes are drawn toward the front lines of the conflict with the Dragonarmies, and all of their efforts in recovering the *dragonlances* and the *dragon orb* may be fruitless if they cannot rally the failing morale of the Knights of Solamnia. It is not the duty of the heroes to ride out into the field—that is the role of the Knights—but from among them must arise a Leader, a bright and inspirational figure, lest war consume them all.

THE MORALE OF THE KNIGHTS

This chapter uses a somewhat abstract method to determine the outcome of the battles that take place at the High Clerist's Tower (see **Battles at the Tower**, page 127). The system uses a variable score known as the Morale Rating for the Knights of Solamnia, which will change as various events take place and the heroes achieve specific results.

The Knights of Solamnia are seriously demoralized by the time the adventurers arrive; their current Morale Rating is 13, down from the normal 17. Use the following system for determining base morale at the beginning of any sortie; also use the same system for determining certain events according to the **Events of Honor** listed below. No morale additions

may lift the morale of the Knights higher than their original 17 nor may any subtractions drop the morale of the Knights lower than 8.

MORALE MODIFIERS FOR SOLAMNIC KNIGHTS

During the course of this chapter, the following basic modifications may be made to the Knight's Morale Rating. The changes are made immediately, and when reductions to the MR occur, you should reference the **Events of Honor** to determine if anything has happened as a result of the MR dropping.

HEROIC ACTIONS (+1 TO +5)

The Knights' Morale Rating increases with every victory or whenever the player heroes perform a heroic action. The amount of increase depends on the act. These include, but are not limited to, the following:

- +1 for every enemy unit destroyed or routed from the battlefield.
- +2 whenever a player hero becomes commander of the forces at the tower.
- +3 for every victory in a sortie or battle.
- +3 for a player hero risking his or her life for another.
- +5 for a player hero unselfishly sacrificing his or her life for others.

NON-HEROIC ACTIONS (-1 TO -2)

These acts lower the Morale Rating of the Knights. Many seem somewhat subjective but should be determined by you as the DM on a case by case basis, whenever the players make significant decisions.

- 1 for unwise player hero actions.
- 1 for violations of the Measure.
- 1 for unwise commands.
- 1 for disobedience to commanders.
- 2 for each sortie in which the Knights suffer a defeat.

EVENTS OF HONOR

Events of honor occur according to the Knights' Morale Rating. When the morale of the Knights reaches a certain level, follow the instructions listed here. Also, the Morale Rating of the Knights affects how well they defend the tower, such that their Morale Rating at the time of specific battles determines the outcome as described on page 127.

MR 12, 10, OR 9: KNIGHTLY COUNCIL

If the Morale Rating drops to 12, 10, or 9, the leadership of the Knights is called into question. Any hero who has exhibited heroic conduct will be put forward to replace one of the brigade commanders, as described under the sidebar **Changing of the Guard**.

MOR 8: DESPERATE ATTEMPT

If the Morale Rating drops to 8, one of the Lord Knight brigade commanders attempts to command his entire brigade out onto the field of battle. Any brigade with cavalry will be first to leave, and if Lord Derek is a commander at this point in the game his will be the first to do so. This reflects the desperation the Lord Knights feel as the morale of the Knights slips. Their reasoning seems to be that things will only get worse so best to attack now. The entire brigade disappears with the exception of one soldier returning to tell the tale of how they were trapped between thousands of monsters and crushed as between two rocks, before himself dying; for dramatic effect, this could be Derek (as he did in the novels) or you may decide to leave Derek's fate a mystery.

NON-PLAYER KNIGHTS

During this adventure, the morale of the Knights is of supreme concern. The non-player Knight characters encountered should be no more adventurous than the heroes. Take the same precautions with them as the players do with their heroes. The Knights will not normally volunteer for hazardous assignments and will probably be reluctant to help the heroes. Knights never allow themselves to be ordered about by anyone but their superiors. This adventure is, for the most part, about the heroes and their own heroic actions, not the non-player characters that provide the backdrop to war.

WINTER COUNCILS

The major part of this chapter centers on the events at the High Clerist's Tower, located at the Westgate Pass south of Palanthas. At the conclusion of **Chapter 6: Light**, the heroes were in a coastal port of Southern Ergoth, in the lands of Eastwatch. This is a long way from the High Clerist's Tower and there is much that the heroes must learn along the way.

This chapter offers the DM two options as to how to run the journey from Southern Ergoth to the High Clerist's Tower:

INTERACTIVE NARRATIVE

The interactive narrative option moves time forward sufficiently that the heroes may get to the front lines while also acquiring information and feeling in control of the direction of the plot. Each stage includes shaded text and a number of choices to present to the players. Although it may seem as if it removes some of the opportunity to engage in combat scenes or battles, for the most part this won't affect the heroes advancement even if you use the standard D&D advancement rules—the High Clerist's Tower and the events surrounding it will be more than enough for that.

Starting with **WC 1: The Solamnic Seas** read or paraphrase the shaded section of text to the players. Most of these stages give the heroes the choice of where to go next. Read the options and ask the players to choose one, and move on to the text for that stage. Mark off the indicated number of days and also record any Adventure Goals that are reached. Repeat this process until the party reaches the High Clerist's

CHANGING OF THE GUARD: THE HEROES TAKE CHARGE

Player heroes may be chosen to lead the Knights of Solamnia should replacement of their leadership become important. The process for replacing a leader is as follows:

1. *The leader must relinquish his command:* This may be done either with the Knight's consent or forced through a Knight's Council. If a Knight in leadership position is found wanting in the supreme qualities of the Knighthood, then he may not command and another must be elevated to command.

2. *A new leader must be selected:* No Knight may nominate himself for the office in question; another Knight in good standing must give his case. Non-Solamnics may not participate in this process, but a non-Solamnic may still be put forward as a candidate.

3. *The general Knighthood must consent:* The sponsor must make a modified Diplomacy check. The DC of this check is equal to 10 plus the current Morale Rating of the Knighthood. For purposes of this check only, do the following: if a player hero is nominated, add any morale modifiers due to heroic action (as described under **Morale of the Knights**). If no hero is nominated, then do not include heroic action modifiers for this check, and have a non-player character make the Diplomacy check. If

the heroes succeed at their Diplomacy check, the heroes' nomination is accepted and the hero (or their nominee) becomes the leader of the unit or brigade in question.

The Knights always nominate 1d3 non-player Knights for any position plus Lord Derek Crownsguard (if he is not already assigned) in addition to any party nominations. The consent of the Knights (step 3 above) is carried out for each nominated person in turn. If consent is given to more than one person, then the highest result indicates the candidate with the greatest support. If no candidate succeeds at step 3, then the Knightly Council is declared undecided and the function of command is relegated to the unit's commander until the council may meet again. (i.e. units fall under brigade commanders temporarily; brigade commands fall under the Warrior Lord.) This severely limits the effectiveness of the unit until the situation is remedied.

Player heroes who become commanders of units are not required to stay with the unit, but unless they are with the unit when a battle takes place, their unit is considered out of command for determining the results of the battle.

Tower. The major benefit of this method is that it will only take a single session of game play at most to transport the characters hundreds of miles directly into the heart of the adventure.

WILDERNESS ADVENTURING

If you prefer to role-play the journey to the High Clerist's Tower, the stages in this section contain sufficient information to run the overland adventure if you desire. Use the information provided in the events and in **Chapters Three and Four** of the *War of the Lance Campaign Setting Companion* to play out the journey and get your players to the war on time. Give the players the five points of information in **WC 1: The Solamnic Seas** to help them decide where to go. You can even mix and match the two methods—use the interactive narration to get the heroes from one point on the map to another, and then drop out of that method to allow the heroes to explore and adventure.

THINGS THAT HAPPEN DURING THE WINTER COUNCILS

The following scenes should take place on the dates provided. This Chapter assumes the heroes took approximately one month of adventuring and travel to get through Chapters Five and Six, which places this Chapter at the 1st day of Winter Come (in the Elven calendar, and the last month of 351 AC.) By the time the heroes reach the High Clerist's Tower, the month of Winter Night may have already begun. Regardless of where the heroes are during this time, these scenes will take place. It's possible that the heroes aren't present to experience them; if this is the case, word may reach them through other channels.

THE WHITESTONE COUNCIL

Date: Winter Come 15th (day 15).

Scene: This occurs only if the heroes are on Sancrist on this date. The Council decides to take the *orb* and *dragonlances* from the heroes for further study. This event may be avoided by leaving Sancrist Isle before the 15th or by stealing the weapons and *orb* back after they have been taken.

WHEELING BIRDS

Date: Winter Come 20th (day 20).

Scene: Wheeling kingfishers, a portent of war, are seen in the general direction of Solamnia.

FIZBAN RETURNS

Date: Winter Night 2nd (day 30).

Scene: The ancient wizard Fizban meets the party and urges the heroes toward Palanthas. There might the adventurers find answers to their many questions. Besides, he wants to visit an old friend and needs someone to help him with his baggage.

HAUNTED KNIGHTS

Date: Winter Night 12th (day 40).

Scene: The party encounters a dozen war-weary Knights of Solamnia returning home after serving at the High Clerist's Tower. They advise the heroes to get to the tower with all speed.

A HARD-RIDING MESSENGER

Date: Winter Night 22nd (day 50).

Scene: The party meets a Knight riding with a dispatch from the commander at the High Clerist's Tower. The Knight tells them the message is an urgent request for aid before the Dragonarmy overwhelms the tower. Ignore this scene if the heroes are already at the tower.

IMPRESSED INTO SERVICE

Date: Winter Deep 4th (day 60).

Scene: A relief force of Solamnic Knights impresses the heroes into the cause of the High Clerist's Tower. They can resist, but at this stage, if they do not join in the battle against the Dragonarmies the war for Solamnia is over.

KEY TO THE WINTER COUNCILS

The following entries represent the various stages in the heroes' journey to the High Clerist's Tower. Read or paraphrase the text, and then present the players with their options provided under **Cast Your Fate**.

WC 1: THE SOLAMNIC SEAS

A gentle breeze wafts over the shore. The quiet life of the Solamnic outpost, Castle Eastwatch, far from the war, belies trouble and fear of its people. Here and there, knights cant their horses down the roughly cobbled streets.

At this point the players have to decide where to go. There are ships at the outpost that are setting sail for several destinations: Palanthas, Caergoth, Cristyne, and Sancrist Isle. The heroes can also go overland to Eastport (on Southern Ergoth's eastern shore) and catch a ship to Caergoth from there.

The heroes' priorities right now are to find out how to operate the *dragon orb* and *dragonlances* and to get to the war before it's too late. Remind the players of this and give them the following information from the Knights:

- Whitestone Council (on Sancrist) may have advice on the *orb* and *dragonlances*.
- Sailing to Caergoth is the fastest way to reach the war.
- Northern Cristyne reportedly has treasures and weapons for those bold enough to search the misty isle.
- Overland to Eastport is a long journey but safer than the sea voyages. Rumors abound at the outpost of terrible devastation to the north, along the route to Eastport. Time is of the essence. The Dragonarmy controls almost all of Ansalon and the forces of good are backed against the sea. The *dragonlances* need to get into action. While the players are deciding where to go, read the following to them.

Three ships are ready to sail. The Knights know their captains to be good and honest seamen. One great gull-winged ship stands ready to ply the seas to Sancrist, home in exile of the Solamnic Knights. Another stands ready for a journey to Cristyne. The third captain is risking the treacherous Ergoth Divide between

Northern and Southern Ergoth to sail to Caergoth in southern Solamnia. He is impatient to return and fight with his comrades.

These ships are all of more or less the same quality, sailing ships capable of handling most nautical routes. The heroes are not required to pay for their passage; the war is much too important to the Knights for them to worry themselves about such petty things as money from the heroes.

Cast Your Fate!		Travel Time	Destination
Sail for Sancrist?	Read 1A	7 days	WC 3: Thalan Bay
Sail for Cristyne?	Read 1C	1 day	WC 2: Cristyne
Sail for Caergoth?	Read 1B	9 days	WC 12: Caergoth Citadel
Journey overland to Eastport?	N/A	5 days	WC 7: The Gauntlet

WC 1A: Sailing for Sancrist

The ship weighs anchor at evening tide, cutting pink salt spray with its bow. For several days you course through the waters of Krynn. At last, Sancrist is seen on the horizon.

WC 1B: Sailing for Caergoth

The ship weighs anchor and heaves to north and east. On the fifth day you're buffeted and driven back by terrible storms. The rocky shores of southern and northern Ergoth foam death white to the south and north. The grim captain stands determined watch; his will alone, it seems, gets you through. Now, under cold grey skies, you see the towering wails of Caergoth.

WC 1C: Sailing for Cristyne

The ship weighs anchor at first light, sprays of blue winter sea foaming about its bow. Come evening, the hulking grey mist of your goal is on the horizon. The captain drops anchor and you row ashore in a longboat. Nothing can be seen but the grey mists.

WC 2: CRISTYNE

A continuous white mist laces the trees and ground in delicate splendor. Towering mountains stand dark against the brilliant night sky.

Cristyne is an island with numerous terrain types, from misty forests to rugged foothills. Any hero with ranks in Survival should be able to guide the party safely through the

island's various areas. If the heroes wish to casually explore the island in hopes of finding anything useful, mark off four days of time, and then read or paraphrase the following:

Struggling through the wilderness, you suddenly come upon the remains of an ancient tower. Most of the tower was destroyed in some long-past conflict, but a broken ring of stones still stands.

If the players enter the tower they stumble across a lost cache of magic, although the guardian bound to the tower is still present, and comes to life as soon as they set foot inside the ruin.

Creature: One retriever demon.

☞ **Retriever:** hp 135, see *Monster Manual*.

Tactics: The retriever drops from the ceiling of the tower and attacks the nearest wizard or spellcaster. It favors grabbing its opponents in its jaws, using its petrification ray on other heroes as a free action.

Treasure: Once the heroes have defeated the guardian, they may gather the following items from the shallow pit they were stashed in: *staff of fire* (40 charges), *greater ring of fire resistance*, and a *ring of protection* +3.

Roll 1d4 when the players wish to leave Cristyne. The result is the number of days they wait for a boat to bring them back to the outpost. After the boat arrives, it takes another day to return to Eastwatch. Go back to the **Cast Your Fate** section of WC 1: The Solamnic Sea.

WC 3: THALAN BAY

Towering mountains form one side of Thalan Bay, which leads into the harbor of Pax on Sancrist Isle. Deep, lush forests ring the harbor and hold Castle Wistan, home in exile of the Solamnic Knights. Here also is the fabled Glade of the Whitestone where the council of free peoples will soon convene.

You are told that an ancient race of gnomes lives in the mountain of Nevermind. They hold many answers for those with technical questions, although the answers are not always intelligible.

Thalan was once a busy bay with ships to Tarsis, Istar, Palanthis, and even Silvanost. Regular routes exist only to Palanthis and Caergoth nowadays.

Cast Your Fate!	Travel Time	Destination
Sail for Palanthis?	14 days	WC 13: Sea Voyage
Attend the Whitestone Council?	2 days	WC 5: Whitestone Council
Inquire of the Knights of Solamnia?	2 days	WC 4: Castle Uth Wistan
Climb Mount Nevermind?	4 days	WC 6: Mount Nevermind

Pax is a good location for the heroes to rest and recuperate, especially if this is not their first stop, but time presses upon them. The heroes must decide where they head to next:

WC 4: CASTLE UTH WISTAN

The spires of Castle Wistan rise above the forest canopy. Many Solamnic Knights have set up camp on the castle grounds. There is a flurry of activity and a sense of great urgency.

Read the following only if this is the first time the heroes have been here.

As you approach the camp, guards hail you and ask your business. You are quickly escorted to Lord Gunthar Uth Wistan.

Gunthar sits straight and proud in his great high-backed throne. A good and noble leader, he is desperately trying to keep the Knighthood intact. He wishes to speak to you alone and dismisses the attendants.

As they leave, Gunthar's demeanor changes. He slumps forward with a sigh.

"I was told of your coming. I fear for all free people in Ansalon. The Dragonarmies have pressed across the Solamnic Plain and only now have we discovered our folly in Palanthas. Draconian emissaries have charmed the Palanthians with lies while building their armies. Now only the High Clerist's Tower protects the most coveted fleet of ships in all Ansalon. Unless the Westgate Pass is held our cause is doomed.

"Yet there is worse than that. My Knights waste themselves in pointless contests of power; commanders in the field threaten my position; my orders are questioned and even disobeyed! The Knighthood is dead unless an exemplar of honor and strength comes to us and renews our faith.

"There are three commanders at the tower: Lords Aurik Archuran, Alfred MarKenin, and Michael Jeofrey. Lord Aurik is commander but is far in his years and lacks the wisdom he once had. Lord Alfred has great sense in battle but is indecisive. Lord Jeofrey is motivated by his own ambition—watch him with care.

"We will give you what we can spare from our armory if you agree to aid our cause. I would that you journey to Palanthas with a writ to Astinus and urge him to once again plead our case before the Senate. Then go to the High Clerist's Tower. Another writ I give you to gain entrance into the tower—it is our holy place and the troops will allow no one in without my permission. None have entered there for hundreds of years, to our knowledge. Our cause is desperate enough

that I am requesting that you go into the tower that is forbidden to us. Within, I am told, is the ancient wealth of the High Clerist. Perhaps it can be used in our cause. Now you must hasten for time is short."

The Situation: Lord Gunthar's castle is a medium-sized castle with a curtain wall. The castle is in excellent condition and fully functioning. **Lord Gunthar Uth Wistan** (LG male civilized human fighter 9/Knight of the Rose 4) is a kind and just individual who takes a shine to the heroes and praises their efforts. He is an old rival of Lord Derek Crownguard, as both Lord Knights aspire to become named Grand Master when a full Knight's Grand Council may be called for that purpose. For the time being, Lord Gunthar has the support of the Knights on Sancrist and is acting Grand Master, which does not sit well Lord Derek.

Tents and portable pavilions stand encamped all around the castle, forming a sea of color from the castle moat to the forest. There are three distinct camps (one for each Order of the Knights) and tempers often flare up. Despite this, the Knights act in accordance to the Measure of their Orders, as described in **Chapter 2** of the *Dragonlance Campaign Setting*.

Development: Gunthar gives the heroes his blessing. If Lord Derek Crownguard is with the heroes, he and Gunthar argue at length about the conduct of the war and how best to approach matters, but Gunthar remains calm and eventually convinces Lord Derek to accompany the heroes to the High Clerist's Tower. Derek mutters something about Gunthar's worth as a candidate for Grand Master and "sitting here on an island while the real war is being fought in Solamnia," but he is mollified for the time being.

Assuming the heroes agree to aid the Knights, Lord Gunthar allows them to take the following items from the Solamnic vaults: +4 *half plate*; +3 *breastplate*; +1 *arrow catching heavy steel shield*; *cloak of resistance* +2; +2 *mighty cleaving longsword*; +2 *short sword*. Do not inform the heroes of these gifts until they commit to the cause!

The Knights can offer no further aid and strongly encourage the heroes to head toward Palanthas and the tower as quickly as possible. Refer to the **Cast Your Fate** table below for details.

Cast Your Fate!	Travel Time	Destination
Attend the Whitestone Council?	2 days	WC 5: Whitestone Council
Climb Mount Nevermind?	4 days	WC 6: Mount Nevermind
Go to the ships of Thalan Bay?	2 days	WC 3: Thalan Bay

WC 5: WHITESTONE COUNCIL

The dense forest opens to reveal a great circular meadow. Lush grass and cool, clean air greet you as you enter the glade. A slab of white gemstone rises at a slight angle from the center of the glade—the fabled and holy Whitestone. It

is here that Paladine last touched the world, and where the founder of the Knights was granted the vision that lead to their creation.

Read the following only if this is the first time the heroes have been here.

As you watch, delegates from all the free lands of the West enter the grove and sit around the Whitestone. The glade fills with elves, dwarves, humans, and even kender from Hylo in the north. Lastly, the Knights of Solamnia enter with Lord Gunthar standing before the seated assembly.

“Lords and Ladies, I call the Whitestone Council. May our discussions yield fruit in these evil times.”

The meeting begins with an account of your travels and discoveries, from the earliest whispers of war in Abanasinia to your journeys south to Tarsis and Icewall Glacier. As you finish your tale with the events in Foghaven Vale, there is silence from the gathered delegates.

It is the last breath of peace at the meeting. Moments later, the glen erupts into a confusion of shouting voices.

“—send these lads and their new-found weapons to Palanthal! Let them prove the mettle of their weapons and valor!”

“—the Orb of Icewall belongs to the Qualinesti Elves. We demand its immediate return!”

“—tales of the Dragonlance are known to all yet are these true Dragonlances? Perhaps the gnomes could study them...”

“—like the Orb in the High Clerist’s Tower! This Orb must not leave Sancrist! Not until we understand its great powers and dangers can we dare...”

“—so I see no reason why we kender shouldn’t take care of it. We have never lost anything as far as I can recall...”

The Council comes to no conclusion. Indeed, the elves are ready to declare war on the Knights, while the dwarves carefully fuel the argument on both sides. The kender aren’t helping much as they taunt both sides to keep tempers hot. Still the general mood seems to be against you. If you return here the *orb* and lances might be taken from you. Gunthar advises swift departure.

The Whitestone Council consists of both seated and unseated members. Seated members may vote in the Council’s decisions and include Lord Gunthar, Duncan Hammerrock (Thane of the Kayolin hill dwarves), Mir Kar-Thon (representative of the Senate of the Emperor of Ergoth), Serdin MarThasal (Duke of Vingard Keep), and

Gnosh (representative of the Collective Guilds of the gnomes of Mount Nevermind). Unseated members may not vote in Council but may voice their concerns. Many members of all races take part in Councils as unseated members.

The council is unable to decide on a course of action. The elves demand that the *dragon orb* be handed over to them and are prepared to go to war to regain it. The dwarves are skeptical of the worth of a *dragonlance* not forged by the *Hammer of Kharas*. They demand possession of Huma’s Tomb and sole right to forge and wield the weapons. The Knights and other humans want the *dragonlances* and *dragon orb* to go to the High Clerist’s Tower and Palanthal, respectively. None of the delegates trust the others nor are they willing to work together.

Record that the heroes have reached Adventure Goal C. If the heroes stay on Sancrist for six more days, the **Whitestone Council** scene takes place (see **Things That Happen During the Winter Councils**, page 85). Otherwise, they must decide where to head to next. Refer to the **Cast Your Fate** table, below.

Cast Your Fate!	Travel Time	Destination
Go to Castle Wistan?	2 days	WC 4: Castle Uth Wistan
Climb Mount Nevermind?	4 days	WC 6: Mount Nevermind
Go to the ships of Thalan Bay?	2 days	WC 3: Thalan Bay

WC 6: MOUNT NEVERMIND

For three days you climb the craggy mountains. The terrain is devoid of life until you come to the trail’s end.

A small gnome stands in the mouth of a huge, gaping tunnel. His name is Gnarl and he proudly tells the history of the tunnel’s lighting system. At first, tempered metal rods running the length of the tunnel were heated until they emitted a brilliant white light. Thus, the tunnel was lighted but the heat roasted passersby. Cold coils were placed between the rods to offset the heat. This eased the temperature problem but resulted in billowing fog. The gnomes placed a large fan at the far end to blow the fog out. The tunnel is now hot and cold and foggy and windy all at once—but at least it is lighted.

Gnarl takes you inside and several committees of gnomes handle and investigate all your possessions. You learn first hand of the gnomes’ improvement on stairs (they use catapults) and finally have an audience with the collective guild leaders to discuss your equipment. You seem to recall Fizban saying that there never was a gnome who could finish a sentence.

The gnomes are the technologists of Krynn. They love intricate and mechanical things to the extent that they make everything four times larger and 10 times more complex than needed. As a result their devices seldom work right (average failure rate of 70%).

If **Theoden**es (from **Chapter Six: Light**) remains with the heroes, either as a non-player character or as a player hero, the gnomes take one of the other heroes aside and express their concern that they are traveling with a “known mad gnome” who has “unfortunately had success with his inventions” and “seems to be bored with the status quo.” The other gnomes snub Theoden es almost the entire time he is present, talking only indirectly to him (through other heroes, if possible) until one of the other members of the party asks them to stop being so dismissive. If this happens, and the heroes voice their support of Theoden es, the gnomes agree to get started on a mountain-wide diversity relations program. This, of course, is expected to take thirteen months to go through planning, execution, and follow-up focus groups. In the short term, Theoden es is no longer treated quite so harshly by his kinsgnomes.

The gnomes can give advice on either of the following subjects. Read the boxed description only if the heroes have the item. After reading any pertinent sections, read the final section of boxed text.

If the heroes have a *dragonlance* from the Stone Dragon in **Chapter 6: Light**, read the following:

The Weaponsmith Guild goes into emergency session and a special delegation is in negotiation with the Metaismith Guild over which guild has jurisdiction in this matter.

An officious-looking gnome reports: “The traditional *dragonlance* did terrific damage to dragons and was allegedly indispensable during the last dragonwar, especially since they used the larger version which was mounted on good dragons although the footman’s model such as you have was hardly something to take lightly, especially if you are a dragon....

“Anyway. Well, there is only one question our guild has, to wit, that the *dragonlances* you bring were not forged by the *Hammer of Kharas*, which is an important part, according to legend, of the proper forging and any other method runs the risk of the lance breaking upon first use as indicated by our studies in the fields of... Ahem. That’s all we know about *dragonlances*, I think.”

If the heroes have the *dragon orb* from Icewall, read the following:

Many guilds argue over the *orb* (including the Curtainmakers Guild) but finally Gnarl gives you the report.

“The *dragon orb* or *orb* as it has come to be known in these latter days after the original loss of the *orbs* which occurred around the time of the Cataclysm-the reason for which, I point out,

has not yet been satisfactorily explained by the Cataclysm Section of the Cartographers Guild with whom I have a particular bone to pick...”

“Anyway. In any event the *orb* has properties that none of our guilds has been able to discover, despite the fact that the *orb* seems to constantly form a number of runic symbols on its surface and in its translucent interior. The *orb* was made by the most powerful wizards of the Age of Dreams and was originally designed to control dragons during the time of the last dragonwar by somehow taking control of the device through a mental process that we do not understand.... That’s all we know about *orbs*.”

The gnomes say they can tell you no more about your equipment than they have already explained. Somehow you manage to escape with most of it.

While the heroes are in the gnomish kingdom, their encounters are solely with gnomes from one of the hundreds of specialized guilds. For the most part, they are left alone. When the gnomes are done with their analysis of their items, the heroes should decide where they want to head next.

Cast Your Fate!	Travel Time	Destination
Attend the Whitestone Council?	4 days	WC 5: Whitestone Council
Inquire of the Knights of Solamnia?	4 days	WC 4: Castle Uth Wistan
Go to the ships of Thalan Bay?	4 days	WC 3: Thalan Bay

WC 7: THE GAUNTLET

As you travel north the gnarled forest to the west and the forbidding mountains to the east seem to press in on you from both sides. It is as though a power has been awakened by your trespass and now tries to hold you back.

Yet, after four days, you reach the northern tip of the mountain range. The plains stretch endlessly to the east under a chill sky. It will take some time to cross that empty expanse to Eastport, yet the only alternative is to turn back and brave the gauntlet again.

Cast Your Fate!	Travel Time	Destination
Return to the Solamnic Outpost?	4 days	WC 1: The Solamnic Seas
Continue towards Eastport?	5 days	WC 8: The Dead Plains of Ergoth

WC 8: THE DEAD PLAINS OF ERGOTH

Dried grasses on the western plains soon give way to barren wastelands. There is no game and even water is now scarce.

One day, as sunset turns the blue sky to brilliant orange, you see a tower suddenly appear to the south, glowing in the day's last light. The shimmering, ghostly shape looks more and more solid as the light fades. It seems to be too ephemeral to survive in the harsh light of day.

Cast Your Fate!	Travel Time	Destination
Continue toward Eastport?	2 days	WC 10: Eastport
Divert to the Ghostly Citadel?	1 days	WC 9: Ghostly Citadel

WC 9: GHOSTLY CITADEL

Rushing madly across the darkening plain, you reach the great tower. Its form is hazy and hard to see.

The great doors open before you. Within, broad steps rise to a softly glowing dais. A brilliant crown of interwoven platinum strands set with jewels is atop the dais.

As you move toward the crown, the tower grows dark and transforms. You are standing atop a great tower with a battle breaking against its fortified walls. A shadowy figure places a crown atop a skull. Rays of light fly from the skull, dealing death to the enemies below. Scattered bones gather to the skull and a great bishop of good stands before you in brilliant robes.

Abruptly, the scene disappears. You are standing in the midst of the barren plain. Yet all is not as it was. An arc of stained platinum fitted with mud-dulled jewels is half buried in the ground. There is no doubt that this is one-third of the crown you saw on the tower dais.

The players now possess one-third of the *Crown of Yarus* (see page 122).

If the crown is discovered here then the sea captain in **WC 13: Sea Voyage** does not have it. Conversely, if the heroes already have the crown piece from the sea captain then it is not found here.

Creatures: During the day, the heroes will not encounter anything in this desolate area. At night, however, the spirits of the ancients swell from the ground and may trap the unwary. There is a 20% at night of encountering a cloud of 1d6+5 wraiths (EL 10 to 12).

∞ **Wraiths:** hp 32, see *Monster Manual*.

The heroes may now continue to **WC 10: Eastport**; this takes 3 days. The heroes have also earned Adventure Goal A.

WC 10: EASTPORT

A strong salty breeze beckons to you from over a last line of hills. Barren plains have given way to scattered farmlands and now the outpost of Eastport lies below. The dirt streets are wet and muddy near the great docks. The small harbor provides some protection for the fishing boats that bob like toys in the storm-roughened waters.

At dock stands a massive Palanthian warship, proof that the Palanthian fleet still maintains her great and ancient warships, the only warships in Ansalon to survive the Cataclysm. A nearby inn is full of troops from the ship. They jostle about with riotous abandon.

You strike up a conversation with one of the marines. He urges you to take passage on his ship. It's leaving at dawn and is the only craft capable of taking you off Ergoth in this weather.

Cast Your Fate!	Travel Time	Destination
Return to the Solamnic Outpost?	7 days	WC 1: The Solamnic Seas
Sail with the Palanthians?	17 days	WC 11: The Warship

WC 11: THE WARSHIP

The great warship offers you a chance to hone your skills in battle. The Palanthian troops, some of the wealthiest marines in the North, share the benefits of their resources with you. After hearing of your mighty exploits, they offer their best weapons to take with you to war.

The vessel the heroes are on now is a standard warship (from Chapter 7: Equipment in the Player's Handbook). It has a crew of 25 marines and 25 sailors, all of whom have seen very little real battle in the past few months.

The heroes may take the following magic items with the blessing of the Palanthian Navy: +2 *light steel shield*, +2 *two-handed sword*, +2 *banded mail*, +3 *chain shirt*, +2 *battleaxe*.

The heroes also meet the same marine they saw at the inn in Eastport. He strikes up a conversation with them. Read or paraphrase the following:

"What a job, eh!" he says. "The Senate sends us out to find rare plants. Praise Paladine we have found them and are now returning home."

"I'll bet you're heading for the war. Well, you could do worse than come to Palanthis and help those poor crazed Solamnics! They are out at their holy tower, getting the draconians all stirred up. They're gambling our safety as though it were a game of Khas and I sincerely doubt they have the 33rd in their pocket.

"Haven't heard of the 33rd, eh? Well, it's an old legend of the Clerist Tower. Old Yarus, the last High Cleric of the place, loved Khas and seldom lost. It was said that he had a 33rd Khas piece, one more than the game calls for, that he could bring onto the board to magically eliminate his opponent's pieces.

"That's a miracle and I doubt the Knights have any left."

The heroes have achieved Adventure Goal B. Go to WC 17: Palanthis.

WC 12: CAERGOTH CITADEL

Read the first boxed section only if this is the first time the heroes have been here. The second boxed section may be read each time the heroes enter Caergoth.

The great cliffs of Caergoth rise from the sea in breath-taking splendor. The gleaming towers of the citadel crown the cliffs. People hurry through the streets, impatient at even the slightest delay. There are many ships, heavily laden and all bound for distant shores.

As you travel through the city, you happen upon a group of wizards. Their response to you is most perplexing.

"We were worried that you would not come in time. We fear for the Knights at the High Clerist's Tower. They are involved with powers far beyond their ken!

"That great tower was built during the Age of Dreams. Most peculiar is that its construction was planned around one central object—a dread *dragon orb*!

"Little is known of the *orbs* save they were wrought by the mightiest of our order! We would not dare to use an *orb*. Yet we fear an *orb* still remains in the tower. If it is used by the Knights—woe unto them!"

The wizards leave you as quietly as they came.

Once the heroes have reached this stage, they have achieved Adventure Goal C. Continue with the following text:

The great city of Caergoth is emptying as its people flee to the west.

There is little else for you here. A ship is ready to sail to Palanthis. Perhaps the battles at Thelgaard and Solanthis could most benefit

from your aid. You could always take the western roads overland to Palanthis from either of these cities.

The heroes must now decide where they are next headed.

Cast Your Fate!	Travel Time	Destination
Sail for Palanthis?	13 days	WC 13: Sea Voyage
Journey north toward Solanthis?	7 days	WC 14: Southland

WC 13: SEA VOYAGE

The following encounter assumes the heroes have not achieved one of the pieces of the Crown of Yarus from the Ghostly Citadel on Ergoth (WC 9). If they have been to the Citadel, their journey passes without incident; go to WC 17.

On the long sea voyage, you soon get to know the captain of the ship. A hearty salt, the captain does his best to care for your needs.

One night he invites you into his cabin for supper. "I have word of where you be goin', and would like to tell you a tale.

"My mother was a disciple of the religion of the Clerist Tower. O'course, this was many years after the place had become naught but a home for ghosts and the like. Still she felt the spirit of the Old Ones and from time to time went to worship in the temple—not that the Knights liked it! They don't allow a soul into their edifice, not even themselves, so I hear.

"Still, I remember when she would tell me about the great temple and the time she managed to give those Solamnics the slip and get in. Said she cried at the altar for the beauty of the temple. Then angels came and led her to the heart of the tower.

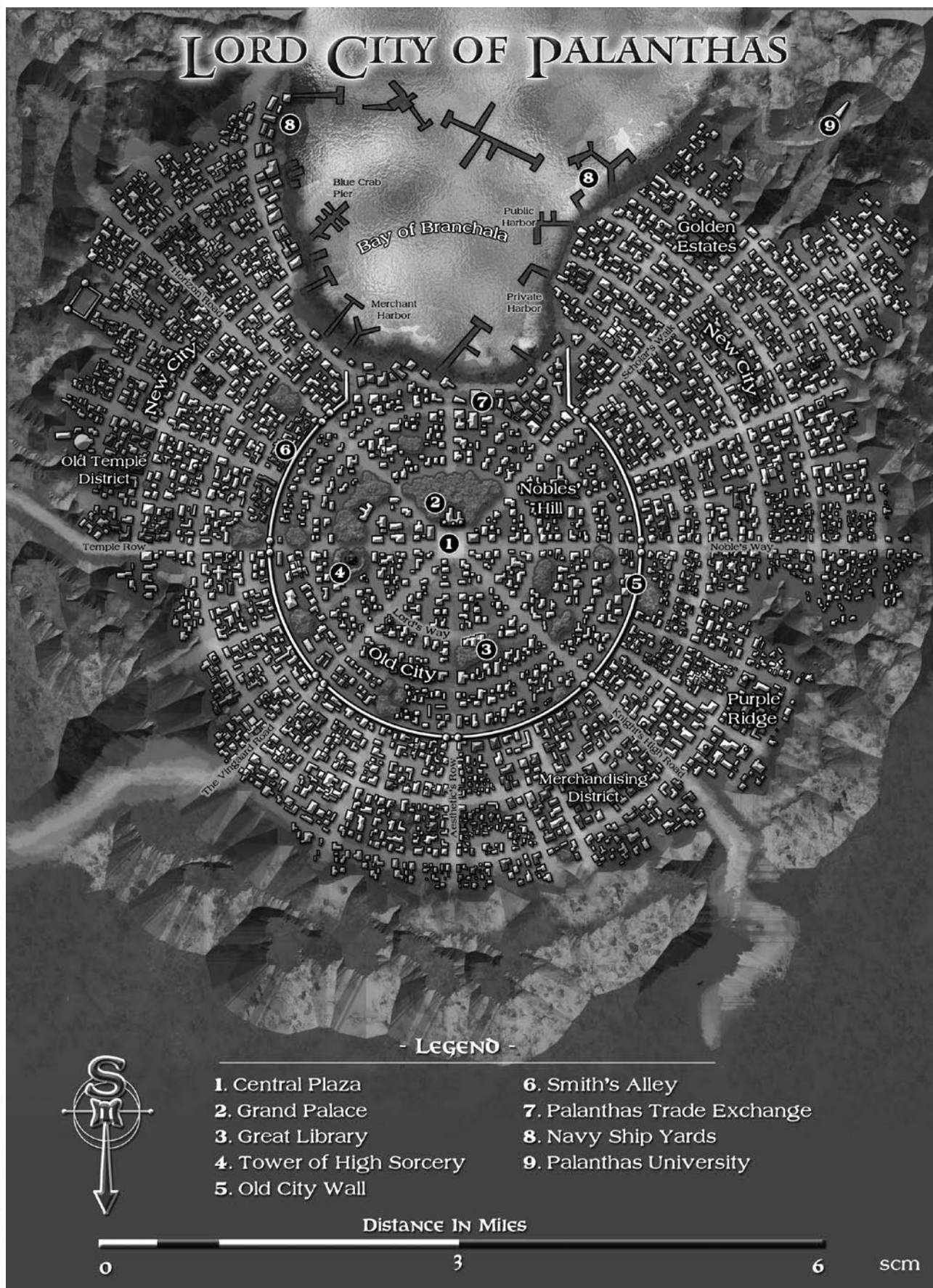
"There she saw a piece of the Yarus Miter, the Crown of the High Clerist. She lifted it up and heard voices crying out in her head! She didn't remember more and awoke outside the tower with the crown still in hand. The thing cut deep into her flesh. She carried the scars to her final rest, she did. She said the spirits had told her to keep the piece safe from evil until the day the miter could be united and again crown the dead to save the living.

"She left it to me and if all I gather is true, it is better that you have it than I. I'd be grateful if you would return it to the tower."

He gives you a velvet bag. Within is an arc of platinum fitted with delicate jewels.

The remainder of the journey passes without incident. Soon your ship passes the Gates of Paladine and anchors in the magnificent harbor of Palanthis.

LORD CITY OF PALANTHAS



COUNSEL OF ASTINUS

Astinus' role in this adventure is to provide the heroes with clues and information about the location and importance of several key items, the Goal Artifacts, all of which are found within the High Clerist's Tower. These are tied into the Adventure Goals (A, B, and C) that may be achieved throughout the passage of the heroes from Southern Ergoth to Palanthas. If the heroes achieved one or more of these goals, Astinus will attempt to give the heroes clues as to the location of each of the artifacts within the Tower.

For each Goal Artifact, read or paraphrase the provided text, then roll 1d10 and consult the table to determine the room location the artifact will be discovered in. Then read or paraphrase the text that goes with that location.

CROWN OF YARUS

"When the gods sealed the High Clerist's Tower the High Clerist was crushed beneath a pillar where he sat playing Khas. His great crown, which held his life, was sundered into three pieces and taken by his spirit guardians to places of safe keeping. First one piece, then another. Only two pieces do I see..."

The heroes should already have one piece of the Crown of Yarus, found either at **WC 9: Ghostly Citadel** or **WC 13: Sea Voyage**. The other two pieces are to be found within the Tower, so roll twice on the table to determine where each of the two pieces is found, and read the appropriate text.

THE 33RD KHAS PIECE

"Indeed there was a 33rd Khas piece, that of a wizard made of crystal whose powers were said to be connected with the Knights of Solamnia of old. It was secreted in the tower long ago."

Although this small item is carved to resemble a wizard, its purpose in this adventure is to summon the spirit of the legendary Lord of the Rose, Virkhus, known as the Horn of Dawn and (in some circles) as Yarus' 33rd Piece. Once this item is placed on the Khas board in **HCT 42: Khas Room**, Virkhus' spirit will join the forces defending the Tower from the Dragonarmies.

THE DRAGON ORB

"The Tower of the High Clerist was built most oddly. There was once a dragon orb there, although to what purpose it existed, none now understand."

Although the heroes should still have their *dragon orb* from Icewall, if they stopped in at Caergoth they will have encountered the wizards in that city who informed them of another *orb* located in the Tower. In the novel *Dragons of Winter Night*, this *orb* was in the actual Altar of the Orb location, but its location may have moved for this adventure. This will come as welcome news, especially if the heroes lost their *orb* to the Whitestone Council.

To determine the location of a Goal Artifact roll 1d10 and consult the following table. Then read or paraphrase the description that goes with the selected room.

1d10	Location
1	HCT 10: Altar of the Orb
2	HCT 29: The Eternal Halls
3	HCT 32: Treasury
4	HCT 47: Nest of the Kingfisher
5	HCT 43: Grim Watch
6	HCT 30: Testing Room
7	HCT 45: Hall of Heroes
8	HCT 34: Grand Ballroom
9	HCT 20: Chamber of Shadows
10	HCT 28: Hall of Mirrors

- **Altar of the Orb**—Even as the lost souls of the Tower wailed in agony, it was placed carefully on a dais at the base of a great shaft surrounded by well secured doors.
- **The Eternal Halls**—A guardian in the tower brought it with his last breath to a Hall of Eternity that looked infinitely far in all directions.
- **The Treasury**—It was placed in the most secure place of the tower, with all the precious gems and treasures, suspended over a great shaft.
- **Nest of the Kingfisher**—It was lifted through the levels of the keep to the highest room in the tallest tower and locked away.
- **Grim Watch**—In Yarus's own chambers, under the guardianship of loyal and wondrous servants, was it set.
- **Testing Room**—In the depths of an endless hall was a room watched over by iron and wizardry. Here was it secured.
- **Hall of Heroes**—It was taken by a spirit and laid to rest at the feet of a parade of heroes far in the upper reaches of the Tower.
- **Grand Ballroom**—Surrounded by music and twirling spirits the item now lies in the center of an endless dance.
- **Chamber of Shadows**—Dark shadows have taken it and now stand guard over it behind walls of death.
- **Hall of Mirrors**—It was left in a place in the tower that has multiplied the item threefold, but only one is true.

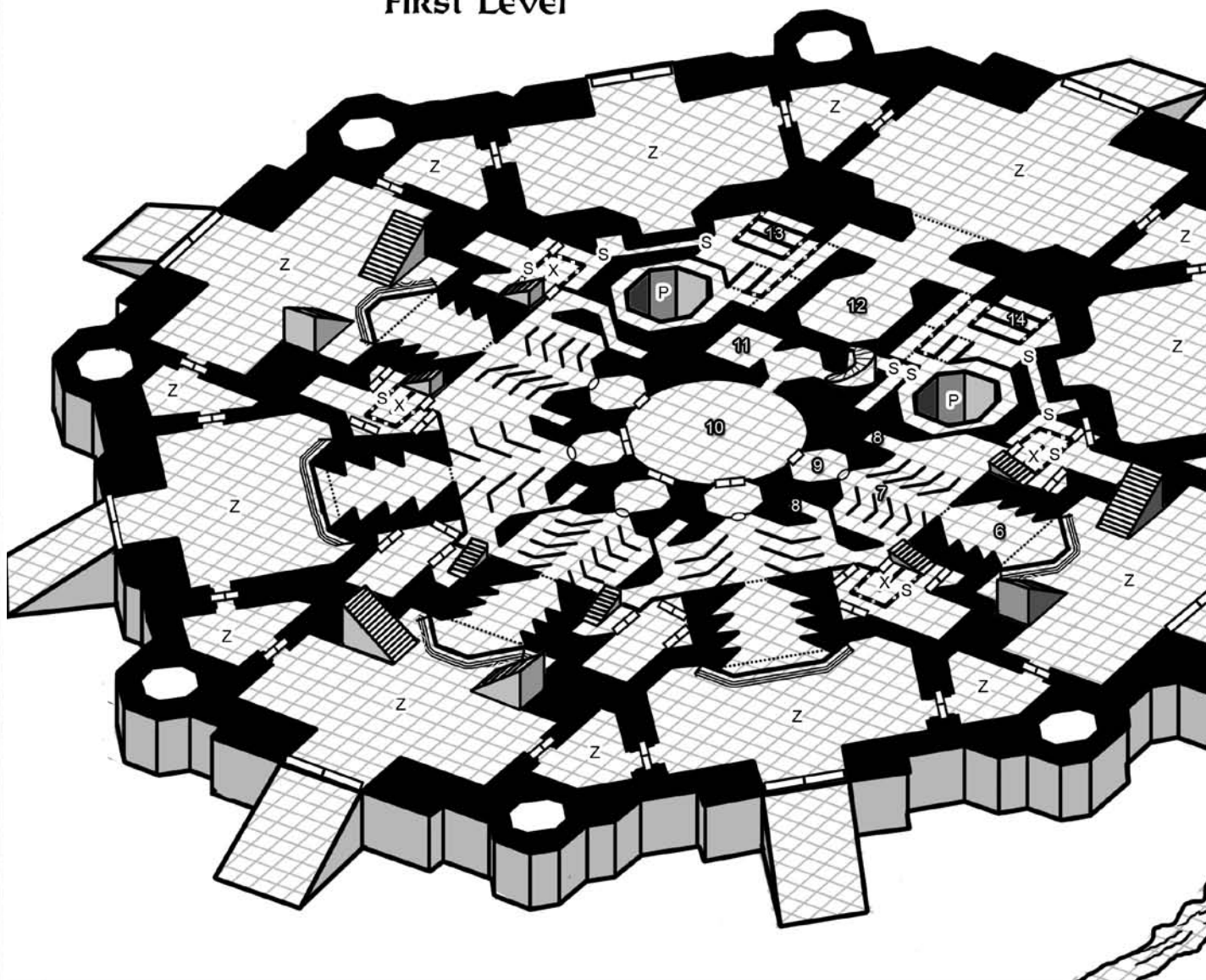
Tower of the High Clerist

1. First Floor of Knight's Spur
2. Council of Knights
3. Rooms of Lords
4. Map Room
5. Tower Doors
6. Serrated Hall
7. Herringbone Walls
8. Iron Portcullis Controls
9. Head Trap Room
10. Altar of the Orb

11. Shaft Room
12. Large Supply Shaft
13. West Dungeon
14. East Dungeon
15. The Tower Way
16. Guardian Arch
17. Good Warrior Minions
18. Leader of Good Minions
19. Battlefield
20. Chamber of Shadows

21. Haunted Temple
22. Evil Warrior Minions
23. Grand Dining Hall
24. Lurker Lair
25. Officer's Kitchen
26. The Reveler's Chase
27. Bowling Stairs
28. Hall of Mirrors
29. Eternal Halls
30. Testing Room

First Level

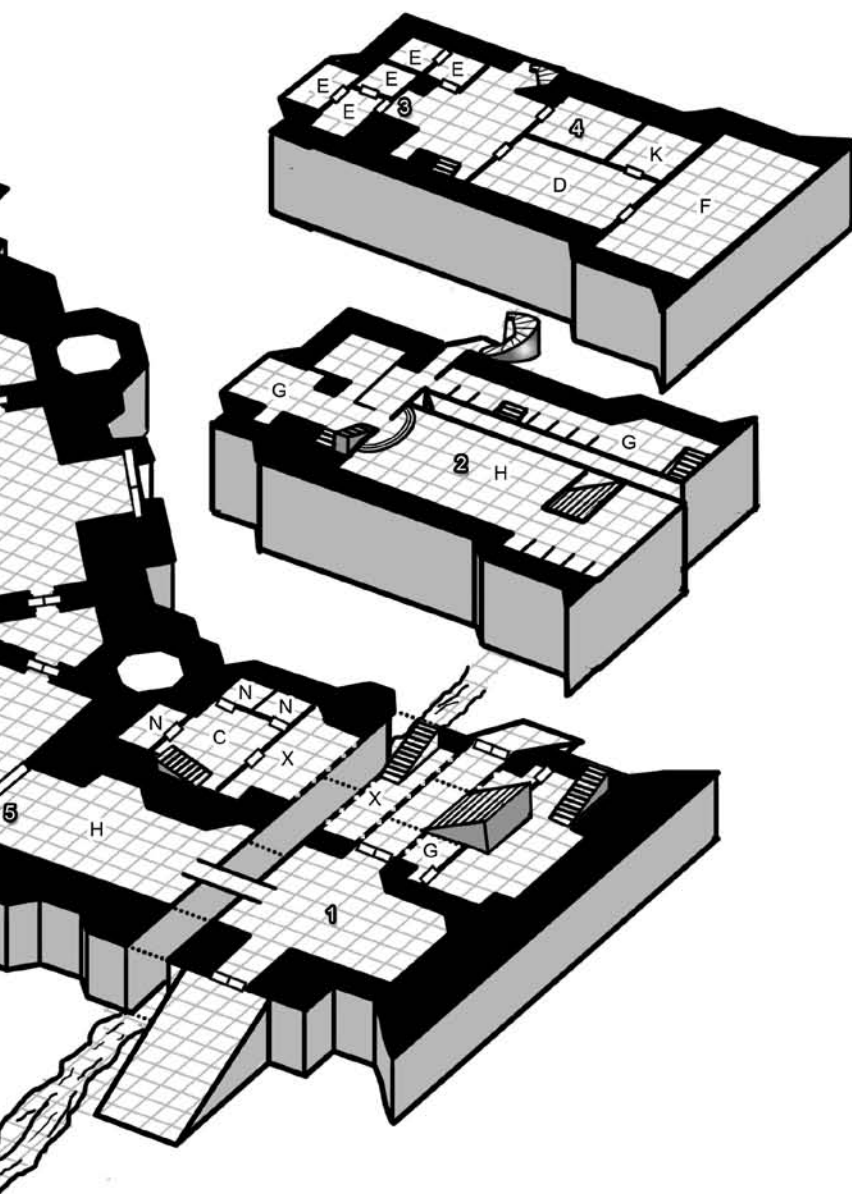


- 31. Central Shaft
- 32. Treasury
- 33. The Grand March
- 34. Grand Ballroom
- 35. Dining Hall
- 36. Minion Grandee
- 37. Minion Cleric
- 38. Knight's Court
- 39. High Council Hall
- 40. Grim Guardian

- 41. Philosopher Minion
- 42. Khas Room
- 43. Grim Watch
- 44. Shaft Room
- 45. Hall of Heroes
- 46. High Lookout
- 47. Nest of the Kingfisher

- A. Abbey
- B. Bedroom
- C. Corridor
- D. Dining Hall
- E. Elegant Quarters
- F. Food Storage
- G. Guard Quarters
- H. Grand Hall
- I. NOT USED
- J. Jail Cells
- K. Kitchen
- L. Library
- M. Meat Storage
- N. Officers' Quarters
- O. NOT USED
- P. Prison Pit
- Q. Office Cubicles
- R. Rotunda
- S. Secret Door
- T. Temple
- U. Servant Quarters
- V. Walkway
- W. Potable Storage
- X. Arrow Slits
- Y. Common Room
- Z. Courtyard

Knight's Spur

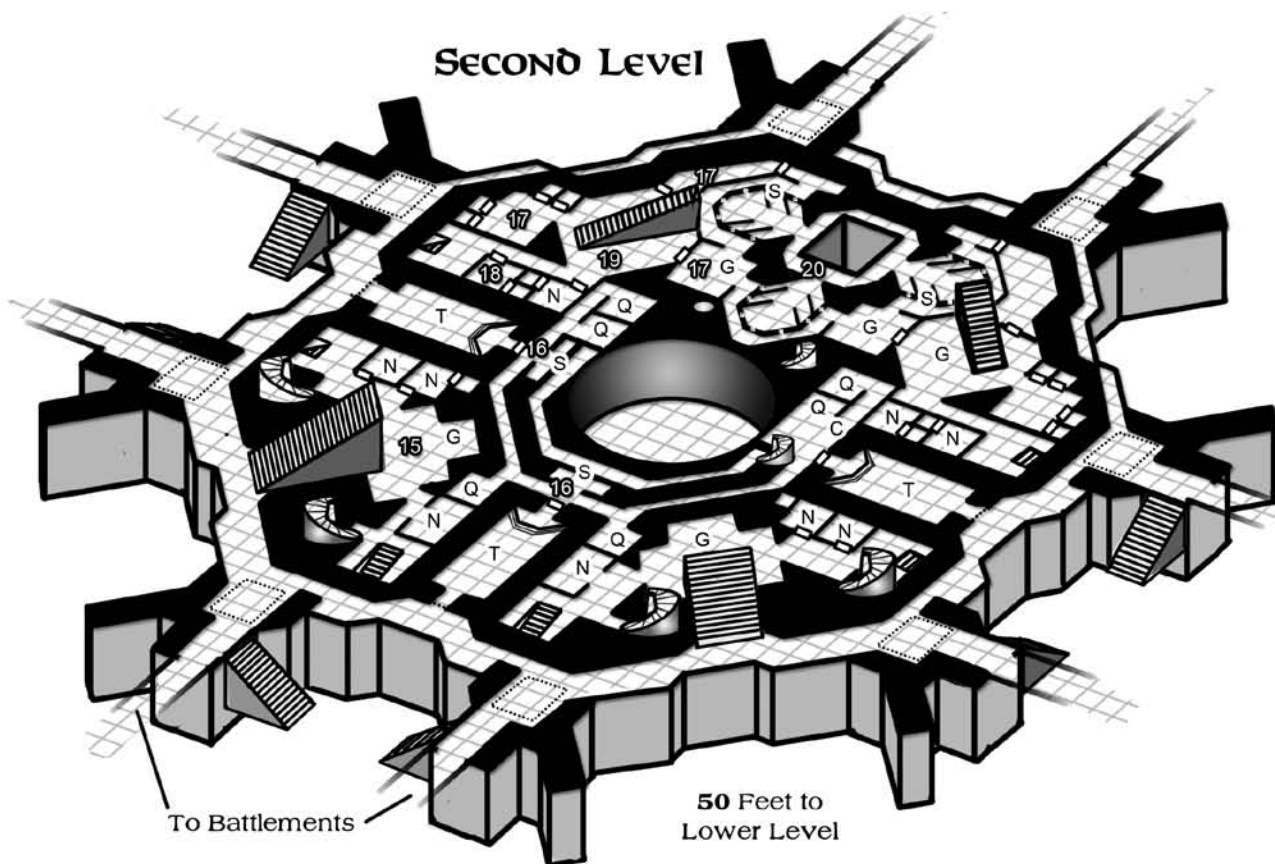


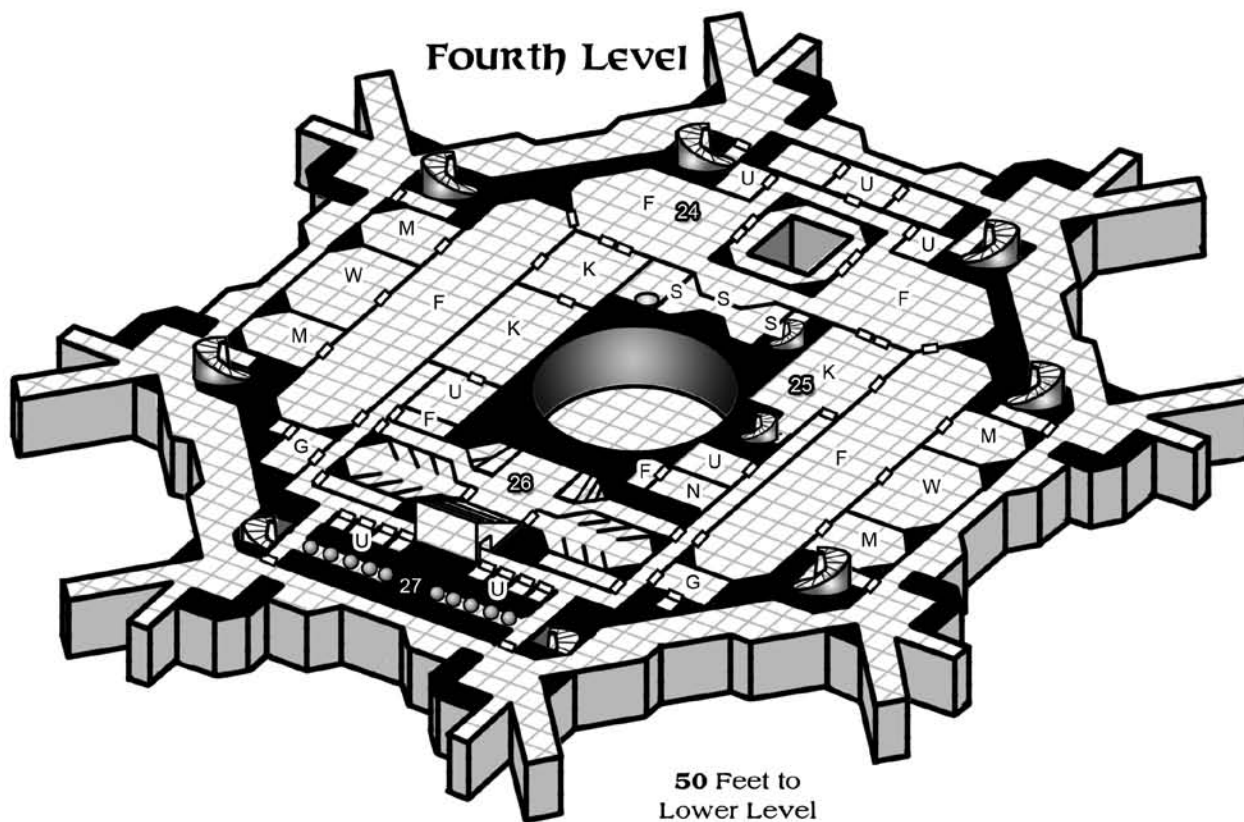
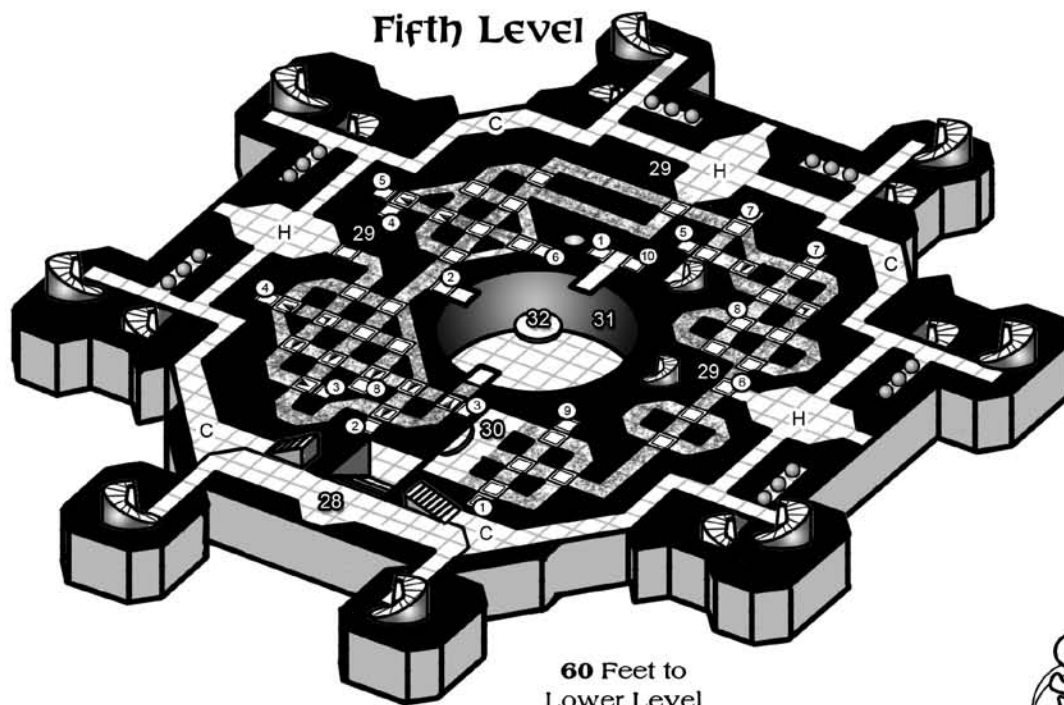
1 Square - 10 ft.

Third Level

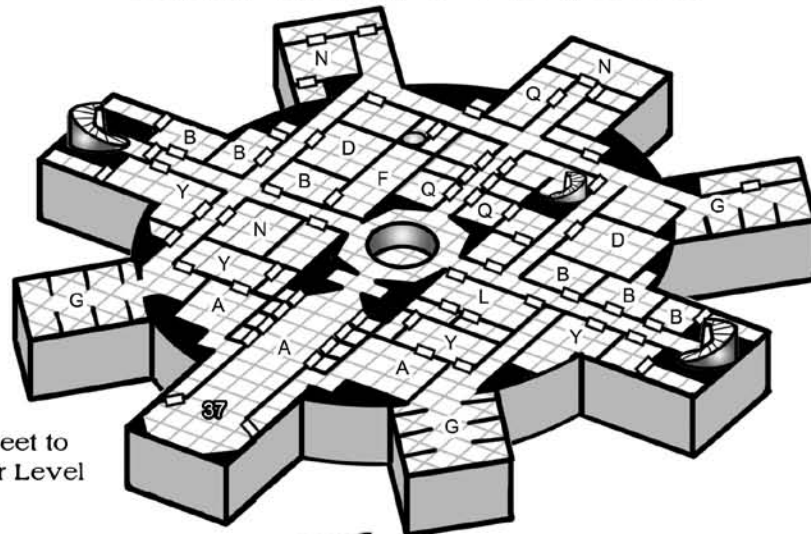


Second Level



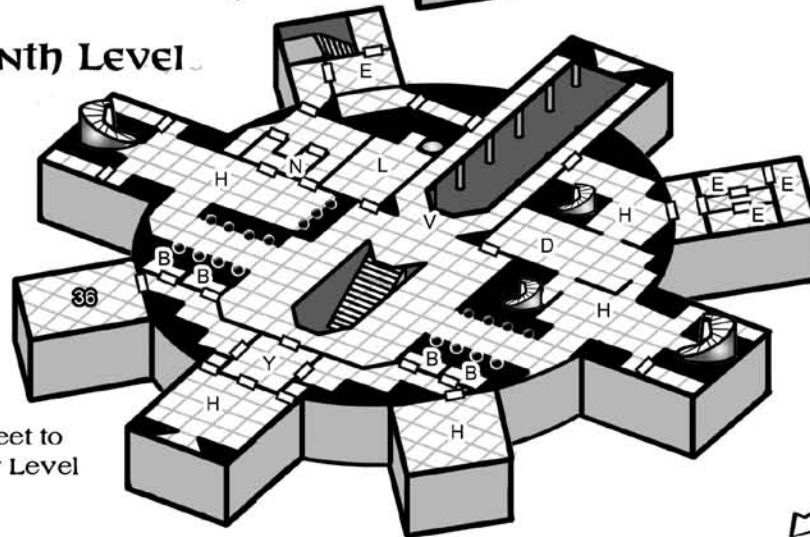


Eighth, Ninth & Tenth Level



40 Feet to
Lower Level

Seventh Level

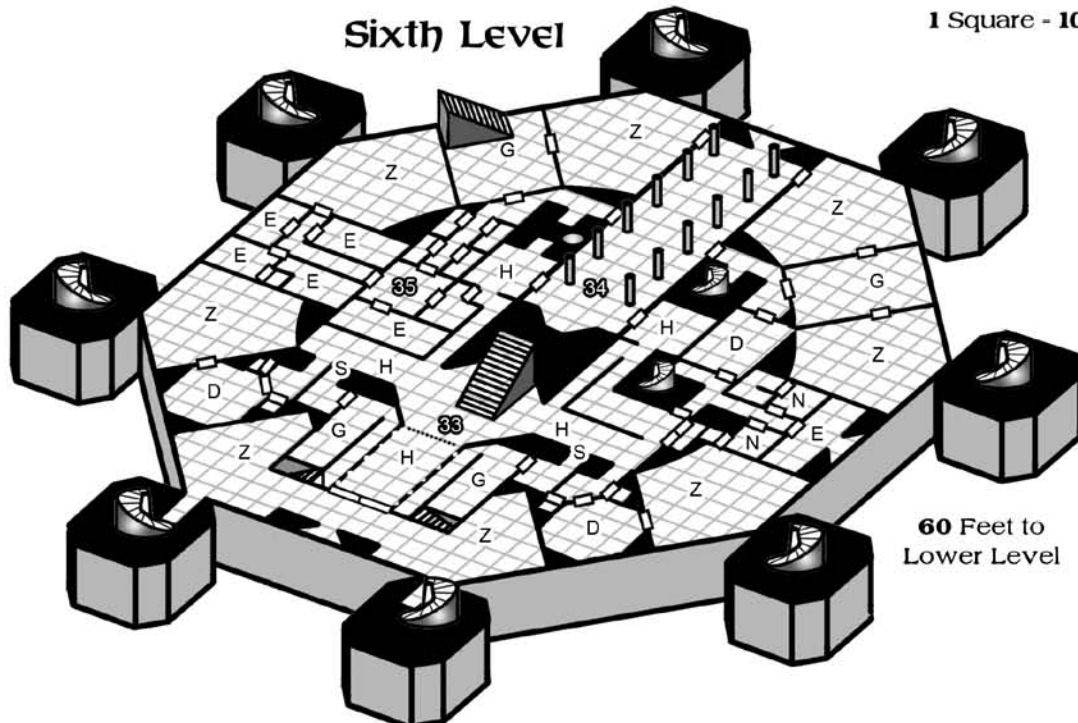


30 Feet to
Lower Level



1 Square - 10 ft.

Sixth Level



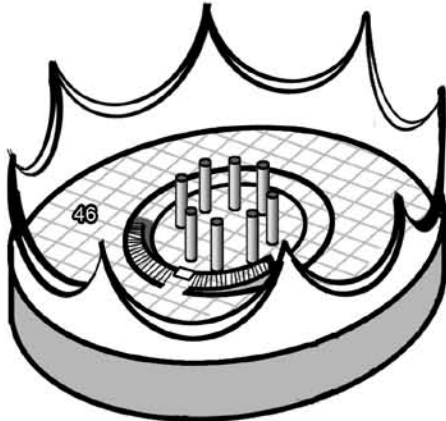
60 Feet to
Lower Level

Sixteenth Level



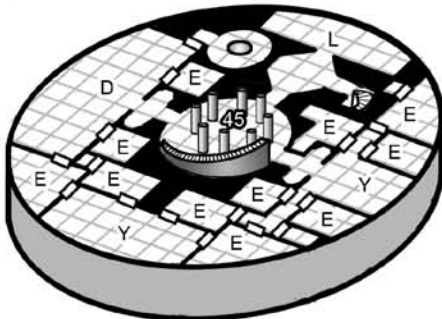
150 Feet to
Lower Level

Fifteenth Level



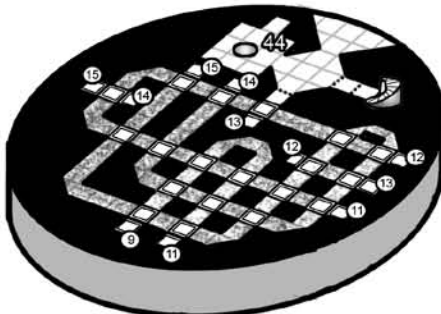
40 Feet to
Lower Level

Fourteenth Level

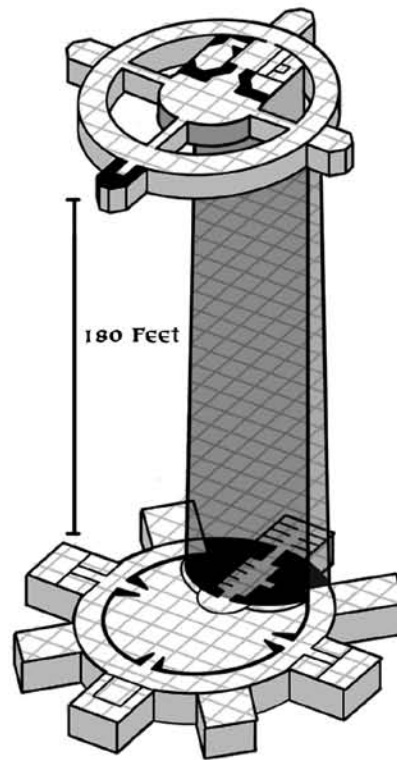


40 Feet to
Lower Level

Thirteenth Level



130 Feet to
Lower Level

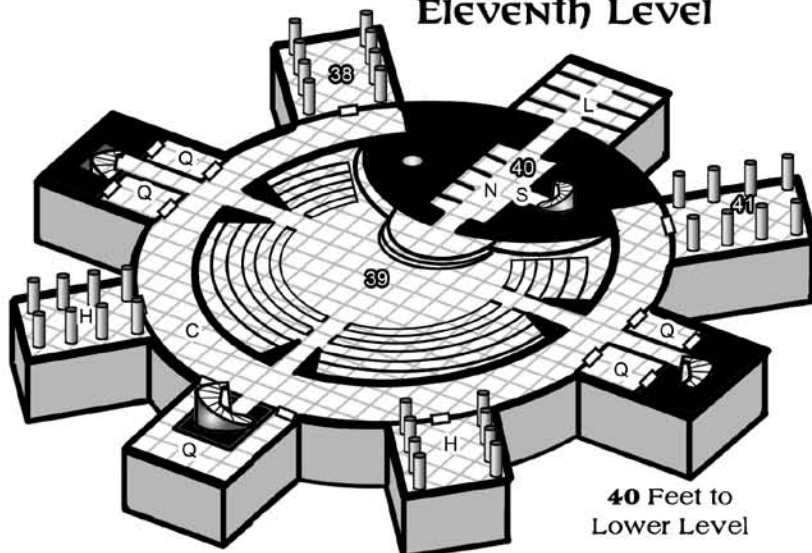


Twelveth Level



180 Feet to
Lower Level

Eleventh Level



40 Feet to
Lower Level

Tell the players that they now possess one part of the *Crown of Yarus* (see page 122). The heroes have achieved Adventure Goal A and may now proceed to WC 17: Palanthas.

WC 14: Southlund

Bitter winds sweep from the north down the Solamnic plain. Brittle twigs of brush shiver over the slushy ground on either side of the road.

You have traveled for several days. Now the road forks to the northeast, toward the Solamnic plain, and to the northwest, along the west side of the Vingaard Mountains.

Read the following boxed text only if this is the first time the heroes have been here.

From the northeast, a single line of figures can be seen approaching. Armored knights on horses stop warily as they near you. After exchanging greetings they give you news of the wars.

"The armies to the northeast are doing well enough," says Markus, a mercenary knight lately in the service of the Solamnic Knights at Solanthus. "It's the army at Palanthas that has 'em worried stiff. Sure enough the war may well be lost unless they get some help up there mighty quickly."

The mercenaries are tired of war and offer you the use of excess armor they have picked up. "Where you're goin' you'll need it more than we."

Cast Your Fate!	Travel Time	Destination
Go northwest to Palanthas?	10 days	WC 16: Coastlund
Go northeast to Solanthus?	4 days	WC 15: Thelgaard
Return to Caergoth?	4 days	WC 12: Caergoth Citadel

The mercenaries offer the heroes any two of the following items, which while magical appear to be dirty, tarnished, and worn: +2 *light fortification breastplate*, +3 *improved silent moves leather armor*, +2 *thundering longsword*, *sword of subtlety*.

If Vanderjack (from Chapter 6) is with the heroes, either as a non-player character or a player hero, the mercenaries recognize him from their time spent with him several years ago, and allow the heroes to take all of the items instead of just two.

After this encounter, the heroes may proceed onwards.

WC 15: Thelgaard

The smell of smoke fills the air. The city surrounding Thelgaard Keep is a burning ruin. Yet the castle still stands. Great armies clash on the plain between the castle and the distant citadel of Solanthus. The brutal war continues.

You are soon halted by a guard and taken to the commanding officer of the watch. He hears only half your tale before taking you before the Lord Regenald, Warrior Lord of Thelgaard. You tell him of your journeys.

"Your aid is desperately needed to the north. Look upon this map of Solamnia."

Show the players a map of Solamnia as you read the following.

"Here, between Thelgaard and Solanthus, is where we have stopped the advance of the Blue Wing of the Dragonarmy. The Dragonarmy started its move from Daargard Keep. The northern force pressed swiftly across the plain to Vingaard Keep, taking it in a few weeks. The southern branch, supported by fresh troops from Lemish, quickly moved to cut off Solanthus from outside help. It was between Solanthus and Thelgaard that the Dragon Highlord met her first real resistance.

"Our armies are giving a good fight to those terrible dragons and draconians. Much of the Dragon Highlord's might is concentrated here. Yet too late do we discover the flaw in our plan.

"Here, at the High Clerist's Tower, is the small contingent we placed to guard the pass. Yet we have news that the northern branch of the Dragonarmy has marched from Vingaard Keep and is moving toward the tower. Our armies here are engaged in fierce battle—we cannot aid the tower. Our northern brothers have only a tenuous hold on the very gates to Palanthas. Should Palanthas be lost, then so shall its fleets. Without them, we have little hope of sustaining ourselves in this long war.

"Please take this writ to Palanthas. If the Palanthian armies come to our aid we have a chance to hold our free lands."

The player with the Idealist should be told that the true worth of a Knight—or a hero—is to do battle where he is needed, not where it is convenient. The Hawk's player should be informed that the situation is entirely too desperate in the north, and that while the heroes may be able to score some lasting victories here their talents and resources would not be decisive.

You may present the heroes with one or two small conflicts if they wish to spend time here at Thelgaard, but the overwhelming forces of the Dragonarmies will soon claim

the region. After six days, the remaining Knights abandon the front lines and head for Caergoth; the heroes may join them (8 days travel; go to **WC 12: Caergoth Citadel**) or press northward to Coastlund (10 days travel; go to **WC 16: Coastlund**).

WC 16: COASTLUND

The days pass as you travel through the small settlements and towns lacing the foothills west of the Vingaard Mountains. The towns and countryside are overflowing with refugees from the Solamnic plains who are now trapped between the mountains and the sea.

In the small town of Korval, an innkeeper happens to overhear your destination. “Pardon me, but an elder of our town had an ancestor who was a steward in the Clerist Keep. Would you want to speak with him before you leave? He might be able to tell you about the 33rd piece! He is but a day’s travel up the mountain.”

Cast Your Fate!	Travel Time	Notes
Climb the mountain to the elder?	1 day	Read first boxed text section
Continue on to Palanthas?	6 days	Read second boxed text section

Light rain begins to fall as you journey up the mountainside. The last rays of the sun stream through a break in the clouds and bathe the scene in orange light.

A simple cottage sits at a bend in the road, just as the innkeeper said. Inside you find an old man. The years have lined his face and whitened his thin hair, but his eyes are bright and clear. That night, to the constant rattle of the rain, he tells you his tale.

“My ancestor was there at the time of the Cataclysm. His tale has been passed down the generations in my family. Now I tell it to you.

“The tower is a deceptive building. In times of peace, one could walk from the base of the tower to its uppermost reaches without ever being hindered in one’s passage. Yet, those who knew the ways of the tower could activate its marvelous defenses and make it a terrible fortress of war.

“Lord Yarus was the Lord High Clerist of the Knights of Solamnia in those times— the last of the Lord High Clerists. He was a good man and the most powerful cleric of his time. Yarus and his bitter enemy, Kurnos, Bishop of Sargonnas, often played Khas within Yarus’s chambers.

They would play before the throne of Yarus high above the Council Chamber in the uppermost reaches of the tower.

“So it was on the day of the Cataclysm. Kurnos was there with Yarus when the world came to an end. My ancestor was outside the tower could not get back in. Sounds of battle and horror and tormented spirits came from within. Yet he was confident that Yarus would win in the end. My ancestor said Yarus must have had the 33rd piece.

“The 33rd piece was a legend of old Yarus. A game of Khas has only 32 pieces. When asked how he always won, Yarus would smile and say he had a 33rd piece. The legend grew that it represented Khas pieces from previous games that returned unseen and swayed the game in his favor.

“Now the Knights of Solamnia guard the tower and only those who can slip past their watchful eyes can find the way into the inner chambers. The tower’s vast treasury at the end of the Eternal Hall has never been plundered because of the guards and the terror inside the tower. The southern entrance leads straight to the heart of the tower. My ancestor also mentioned a stair that ascended the height of the structure. That is the end of my knowledge of the tower.”

You bid farewell and depart for the journey down the mountain. The day is still chilly despite the impending spring.

If the heroes journey to the elder, they achieve Adventure Goal B. It takes them another day to reach the foothills again, and they may continue onward. Read the following and mark off another 6 days (total of 8 for the trip up the mountain and continuing on to Palanthas):

You continue your journey northward for three more days until you at last come around the northern end of the impassable Vingaard Mountains. The great Gates of Paladine stand on either side of the bay’s entrance, while far to the south gleams the city of Palanthas.

WC 17: PALANTHAS

The great Lordcity of Palanthas cradles the Bay of Branchala majestically in her outswapt arms. Spires of gleaming white pierce the blue sky. In the bay sits the greatest fleet on Krynn: mighty warships with their low hulls, merchant ships with tall rigging, fishing craft, and many smaller boats.



It is a city without equal, untouched by the Cataclysm. Streets paved in close-fitted stone are flanked by uncounted statues of the ancient heroes. Great wide steps of white granite rise to colossal pavilions supported by fluted columns. It is a city from a different age.

You find your way to the Library of Palanthas, a tremendous building to the south of the city's vast main square.

Your request to see Astinus is greeted with skepticism until Astinus himself comes from his chambers to greet you. He alone has seen your deeds and recorded them. Though he can only see events in the past, his visions of history may aid in your endeavor.

Palanthas is a *focal* point for all the good in man as well as the bad. The beauty of the city, the vast knowledge stored in her library, and its culture and history contrast sharply with the Senate's corruption and the complacency and indifference of the populace. The Palanthians believe that the war, like the Cataclysm, will pass them by. They deride the Knights of Solamnia for drumming up support for the war. Only a great shock—or a great deal of money—will bring them to their senses.

Refer to the Counsel of Astinus sidebar for information on the heroes' meeting with the timeless Master of the Aesthetics. Once you have run this encounter, read or paraphrase the following:

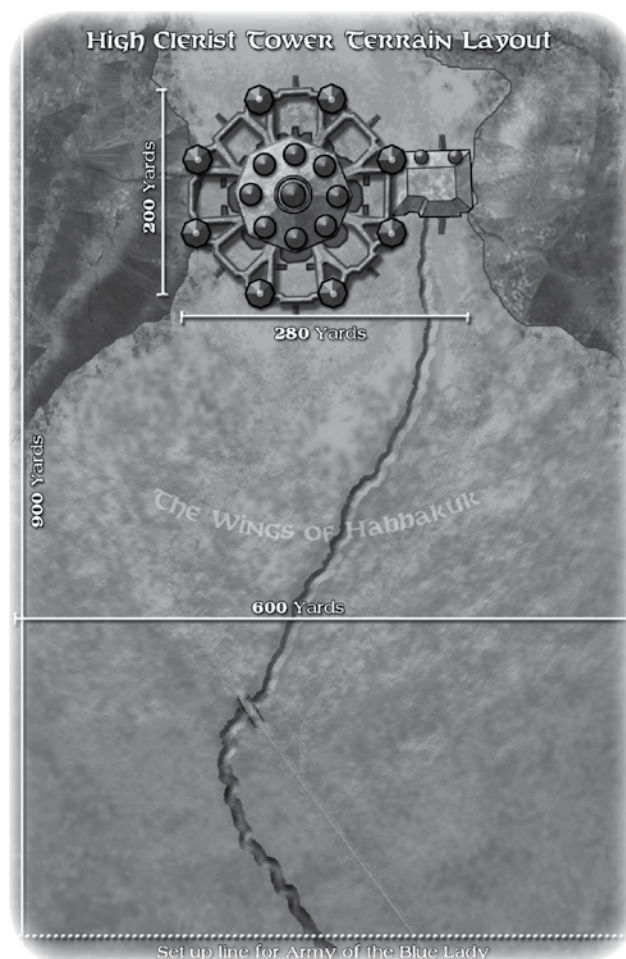
Much to your dismay, Astinus's advice is the only aid this city offers. Complacent in their glory, the citizens do not believe that the Dragonarmy will trouble Palanthas. The Senate has been taken in by the assurances and smooth words of the draconian emissaries. Corruption is rife and the army can be bought into service if enough money is offered. You feel sure that the Dragonarmy will crush the city unless the people are brought to their senses soon.

You travel south to the High Clerist's Tower under cloudy skies. Rain soon pelts you, turning the road into a muddy morass.

Play now continues to **Tower of the High Clerist**, which describes the lead-up to the inevitable confrontation between the forces of the Knights of Solamnia and the approaching Dragonarmies.

TOWER OF THE HIGH CLERIST

This section details the legendary High Clerist's Tower and the events that take place here during the War of the Lance, especially those that interact with the heroes. The winter's war councils are over, and the heroes' journey has led them to this direct confrontation with the enemy. Here, they face the very real possibility of defeat or death.



Although the battles for the Tower may rage around them, it should be obvious to the heroes that it is their responsibility to enter the Tower and unlock its secrets. Derek Crownguard and any other non-player character Knights will not accompany them; only player heroes, with the possible addition of Vanderjack, Silvert (if she was not the silver dragon D'argent), and Theoden, will undertake this quest.

HISTORY OF THE HIGH CLERIST'S TOWER

The High Clerist's Tower was constructed during the Age of Dreams. Scholars claim it was created according to the prophecies of the Solamnic clerics of the time. Since that time, the fortress has served to guard the only major pass through the Vingaard Mountains to the Lord City of Palanthas.

The High Clerist's Tower served as the headquarters for the Order of the Sword prior to the Cataclysm. The High Clerist was the head of that order and called the tower his home. The High Clerist's Tower was the site of a number of conflicts, but the fortress has never fallen in battle. It is a common legend among the Solamnic Knights that as long as men of faith guard its walls, the Tower of the High Clerist will never fall.

THE NIGHT OF DOOM

It was widely known that the High Clerist Yarus was a judicial and honorable man. He was a devoted follower of Kiri-Jolith and one of the most respected and powerful men in the Western lands of Ansalon. One of the reasons for such respect was his ability to judge people and their motives. The High

Clerist of Yarus was one of the few men of power that openly criticized the Kingpriest of Istar. His stance on the growing power of Istar made him many enemies, and unusual allies. One of these unusual allies was a Bishop of Sargonnas.

Legends claim that the High Bishop Kurnos was the last Kingpriest before Beldinas took the throne. Stories tell how the former kingpriest went mad and was thrown into Istar's deepest dungeon, a place only reserved for captured demon and fiends. There he was eaten alive and with his final breath whispered a prayer of revenge that Sargonnas heard. Days later, Kurnos awoke, sealed within a tomb. With the strength of his new god, he escaped death and traveled across the continent where he founded a new church to the God of Vengeance. He rose to power over the years as he conquered a small kingdom for himself. He fought a number of times against the High Clerist's forces and despite the bloodshed the two men developed a grudging respect for one another. Under a flag of truce Kurnos visited the High Clerist's Tower and the two men decided to call off their conflict. From that time on the two men would meet from time to time to play the game of Khas, a game which both men discovered they were obsessive about.

For years this strange amity existed between the men. Thus it came about that they were involved in a game of Khas thirteen days before the Cataclysm. On this night, known as the Night of Doom, the Gods took up their faithful into the heavens and nearly all the true clerics of Ansalon disappeared. At this time a divine messenger appeared to both men, each with a similar message. Their respective Gods told them that they will not be taken, but must wait for an important task that will occur some time in the future. Both men agreed.

At that moment, the Tower began to shake. The High Clerist's Tower was sealed and all those within it perished immediately. Their souls were trapped within, unable to escape. With one final quake a pillar behind Yarus toppled over, crushing the High Clerist's body, and then everything fell still. Anyone outside the tower was forbidden access. Only men or women of true faith could break the magical seal, and the Gods had just removed them from the world.

FEATURES OF THE HIGH CLERIST'S TOWER

The fortress is comprised of a set of central towers laid out in an octagon with a tower at each point surrounding a central tower. A hundred and twenty foot curtain wall surrounds and connects to the central spires, dividing out eight courtyards.

Massive doors are located to allow entrance into each courtyard. Each door is built of ironwood, banded with steel, and strengthened by magic. See HCT 5: Tower Doors for more information.

To the east of the Tower there is a building that stretches from the curtain wall to the far cliff face. This building, known as the Knight's Spur, was added after the construction of the Tower proper.

WESTGATE PASS

Read or paraphrase the following to the players the first time they arrive at the Tower.

A bitter southern wind snatches at your clothing. Dark clouds boil over the pass as you make your way down the muddy canyon

road. The peaks of the Vingaard Mountains disappear into the low, grey clouds. Chill rain begins to fall as you make your way down the winding canyon.

The passage bends and suddenly the Tower of the High Clerist appears before you. Overlooking the rolling plains of Solamnia beyond, the tower walls run from one canyon wall to the other, completely barring access to Palanthas. The walls rise 120 feet above the bedrock spur on which they are built, yet even this pales beside the tower that rises more than 1,000 feet into the air.

The central tower rises from eight surrounding towers. These are in the middle of a surrounding curtain wall: octagonal battlements on which you can see Solamnic Knights pacing. East of the curtain wall, a newer set of walls completes the distance to the eastern wall of the canyon. The stream runs under this set of walls and buildings through multiple portcullises. The rain-soaked banners of the Knights hang from the eight outer towers. No banner flies from the great tower.

Three separate encampments are spread north of the tower. Dark figures move among the tents.

Flashes of light roll through the clouds overhead. Thunder rocks the canyon walls and the rain turns into a downpour.

The rain will turn to snow in the higher elevations from there the heroes have just come, making the canyon impassable for 14 days.

ENCAMPMENTS

Huddled against the eastern cliff face, well-worn tents of every size and description stand in neatly spaced rows. These camps belong to recruited mercenaries who have joined in the service of the Knights. The Knights are billeted in the Knight's Spur.

The soldiers are dispirited and feel they have good reason. Heroes attempting to communicate with any of these soldiers must make a DC 20 Diplomacy check. If failed, the soldier either hurriedly excuses himself or directs the hero to the commanders in the Knight's Spur. Successful Diplomacy checks mean that the non-player character has accepted the hero and speaks openly with him. One of the following will be disclosed in each such encounter:

- There is a great deal of discord among the Knights. The Measure has become a noose by which all, Knights and soldiers alike, may be hung.
- All the people of this region speak of legends of the tower's wealth and power. A few have tried to sneak in, but were captured and tried by the Knights.
- Lord Alfred MarKenin, Knight of the Sword, seems undecided as to how to proceed. The other Knights look to him for guidance but he seems unable to reach a decision.

- Lord Aurik Archuran, Knight of the Rose, is a fine gentleman full of tales of the ancient, valiant days of the Knights. A strange gleam comes to his eye when he tells them.
- Lord Michael Jeofrey, Knight of the Crown, is keen on charging into battle but sees this conflict as a means to satisfy his own ambitions. He seems not to hold the Measure.
- Unearthly music and laughter have been heard from the tower at night.

BATTEMENTS OF THE KEEP

Read the first section of boxed text when the heroes are below the wall; read the second when they are atop the battlements.

The curtain wall of the tower rises 120 feet over the canyon floor. Parapets with merlon teeth stand atop the stone machicolation, denying any siege. Now and then, a dark silhouette of a guard can be seen pacing slowly overhead.

Chill wind whips your cloaks as you stand atop the great wall of the tower. Beyond the wall, the Solamnic Plain stretches to the southern horizon, its brown grasses shivering in the wind. Within the walls, makeshift camps of peasant refugees huddled in the courtyards below. Above it all, the great Tower of the High Clerist stands in the softy moaning wind.

The machicolations of the curtain wall and the great walls surrounding the tower courtyards form a network of walkways connecting to all eight small towers with the battlements as well as proving access to the tower itself.

In preparation for defense the Knights have installed makeshift ladders and wooden stairways that rise from the courtyards to the battlement walls. These can be dropped or kicked down to prevent their use by an enemy attempting to gain the walls. Ladders and stairs climb up the backsides of the curtain wall and the walls that connect the curtain wall.

The tower has its own defensive mechanisms, only a few of which are known to the Knights. Each wall connecting the curtain wall to the tower has an archway. A hidden lever in each of the eight towers activates a mechanism that releases the stone arch of the connecting wall. This not only fills the passage with stone (making it impossible to get to the next courtyard) but also breaks the connecting wall, making it impossible to cross from the top of the curtain wall to the keep. Three Knights constantly man each level; they will activate the mechanism if the Dragonarmy takes control of the curtain wall.

COURTYARD REFUGEES

Refugees dressed in dirty stained clothing huddle around small fires in each of the courtyards. They are a silent and grim lot that stare at the heroes with a determined air.

The refugees in the courtyards are all men; the Knights insisted that the women and children go to Palanthas long ago. They remain behind out of a desire for vengeance upon the Dragon Highlord's army. These peasants are willing to speak with heroes who make a DC 15 Diplomacy check. They will give one of the following per conversation:

- A couple of the more adventurous men have tried to get close to the tower. They have all come back some shaken and none actually entered the tower. The knights claim that it is holy ground. Singing and wild laughter has been heard from inside the tower.
- In the days before the Cataclysm, much of the wealth in the kingdom was kept inside the tower.
- Yarus, the last of the High Clerists before the Cataclysm, was most powerful. It was said that he never lost a contest he didn't choose to lose. His name struck fear into whole armies of evil.
- Yarus and Kurnos, bishop of evil, were both lost during the Cataclysm and no man knows their fate. The tower sealed itself and since that time only worshipers have entered the edifice and then only as far as the temple rooms on the second floor.
- A tale is told of a villain who entered the tower to do harm. The man entered a hall that was endless and is said to walk their still.
- The tower was not always known as the Tower of the High Clerist. When it was first built it was called Dragondeath.

The refugees follow the instructions of the Knights although many of them deride the Knighthood as having fallen from their lofty heights. Though they do not like the Knights, they hate the armies of the Dragon Highlords even more.

PEOPLE TO MEET IN THE HIGH CLERIST'S TOWER

Despite the majority of the occupants being dead, the High Clerist's Tower is a very dynamic location. Not all the undead are out to extinguish any life they come across; many of the souls within the tower are simply caught in an unending loop of reliving the last moments of their life. There are three important individuals in the Tower—two are potential allies, while the last is a dangerous servant of Darkness sent by Lord Soth to bring ruin to the plans of the Knights of Solamnia.

YARUS DONNER, LORD HIGH CLERIST

LG male civilized human ghost cleric 10 of Kiri-Jolith/ Knight of the Sword 10

The Solamnic noble house of Donner traces its roots back to the time of Vinas Solamnus and the founding of the Knights of Solamnia. However, its most notable son comes from the time of the last Kingpriest and the era just before the Cataclysm. Yarus, Donner was the High Clerist of the Order of the Sword during that time, and the most powerful cleric of his time after the Kingpriest.

Yarus's forefathers had been Clerists in the Order of the Sword, and he followed in their footsteps to become the most powerful man in Solamnia. He was never concerned about the power his position conferred to him, only the good that he could perform while there. It was this attitude that brought lords and ladies, foreign dignitaries, and even the Grand

ORDERS OF BATTLE FOR THE HIGH CLERIST'S TOWER

The following information outlines the composition of the forces defending the Tower and the Blue Dragonarmy that assaults it. Use these numbers when calculating losses from the Simplified Battle Resolution described under Battles at the Tower, page 127.

THE SOLAMNIC DEFENDERS

ROSE BRIGADE

Commander: Lord Aurik Archuran

- 1st Rose Elite Cavalry (20 human fighter 8)
- 4th Rose Cavalry (60 human fighter 4)
- 3rd Rose Infantry (60 human fighter 4)

SWORD BRIGADE

Commander: Lord Alfred MarKenin

- 3rd Sword Elite Cavalry (15 human fighter 8)
- 2nd Sword Cavalry (40 human fighter 3)
- 12th Sword Infantry (40 human fighter 3)
- 9th Sword Archers (100 human fighter 3)

CROWN BRIGADE

Commander: Lord Michael Jeofrey

- 4th Crown Elite Cavalry (15 human fighter 8)
- 6th Crown Cavalry (40 human fighter 3)
- 2nd Crown Infantry (60 human fighter 2)
- 7th Crown Archers (100 human fighter 2)

RECRUITED MOBS

- Mob of peasants (22 human commoner 1)

DRAGONARMY FORCES

5TH BLUE FLIGHT

Commander: Flight Marshal Kotsam (baaz fighter 9)

4th Blue Dragonarmy

Commander: Ngith Scaan

(bozak)

- 41st Draconians (240 baaz)
- 42nd Draconians (150 baaz)
- 43rd Draconians (150 baaz)

5th Blue Dragonarmy

Commander: Mgagh Oorah

(bozak)

- 51st Draconians (150 kapak)
- 52nd Draconians (150 kapak)
- 53rd Archers (90 kapak)
- 1st Ogres (75 ogres)

6th Blue Dragonarmy

Commander: Kreech

(kobold fighter 8)

- 61st Kobolds (150 kobold)
- 62nd Kobolds (150 kobold)
- 63rd Kobolds (250 kobold)
- 64th Kobolds (250 kobold)
- 2nd Blue Dragonwing
- 3 adult blue dragons

6TH BLUE FLIGHT

Commander: Flight Marshal Volger (human fighter 7/ legendary tactician 2)

8th Blue Dragonarmy

Commander: Klar (sivak)

- 81st Draconians (180 bozaks)
- 82nd Archers (240 human fighter 3)
- 83rd Cavalry (160 human fighter 4)
- 9th Blue Dragonarmy
- *Commander:* Lord Soth
- 91st Cavalry (13 skeleton warriors)
- 92nd Chariots (40 banshees)

3rd Blue Dragonwing

- 3 adult blue dragons

as free as they could of the Kingpriest's laws without seeming to openly oppose the great power of Istar. It was impossible, however, for the Knights to stay completely free of those political entanglements. Yarus himself was with the Kingpriest at the beginnings of the Lost Battles when Andras Rannoch tried to assassinate Istar's ruler, and was present when Rannoch leapt to his death while cursing the Tower of Palanthas. It was only in the weeks prior to the Cataclysm that Yarus realized the folly of not opposing the Kingpriest. At this point, however, he realized that it was beyond even his considerable power to change anything. Others held that power.

The weight of his past inaction weighed heavily on Yarus. So heavily in fact, that Yarus felt unworthy when the divine messenger of Kiri-Jolith came to collect him on the Night of Doom. He refused to leave, stating that the only honorable thing he could do would be to stay and accept the consequences of his inaction. This decision left him as one of the very few true clerics left on Krynn when the Cataclysm struck.

After the Night of Doom, Yarus retreated into his tower to await the tragedy he knew must be coming. It was difficult for him to think about anything but the troubles he felt he had helped to cause, and the only thing that could help ease his mind was the game of khas. Earlier in his time as High Clerist, he had a khas room built in the Tower, and it was here that he spent most of his time. It was also here that he would die. Yarus was playing khas when the Cataclysm struck. A pillar in the room fell, pinning Yarus and crushing his body.

There is a legend among the Knights of Solamnia saying that one day Yarus will come back to life and assist the knights in a time of great need.

Note: The background provided above is related in the *Tome of Yarus*, one of the items that may be uncovered in the Tower. In addition, if Knight of the Sword **Brian Donner** (one of the pregenerated heroes from the **Appendix**, filling the Gallant archetype) is a player hero, this information will be known to him DC 10 Knowledge (nobility and royalty) check as he is one of the descendants of Yarus Donner's noble house.

Master of the Knights to him for advice and blessings. Despite his power, however, he could only sit atop his Tower of the High Clerist and watch the world crumble around him.

Yarus was able to see the Kingpriest and his edicts for what they were. While he agreed with some of what the Kingpriest decreed, he also recognized the folly in tilting the balance of the world too far in any direction. It was at Yarus's urgings that Solamnia and the Knighthood stayed

VIRKHUS, THE HORN OF DAWN

LG male knight haunt fighter 4/Knight of the Rose 8

Virkhus was Lord Marshall of High Clerist Yarus and Lord Knight of the Rose in the Tower at the time of the Cataclysm. He was Yarus' closest friend and confidant. Virkhus was a defender of the weak and an untiring foe of evil and injustice. Some knew him as Yarus' "33rd Piece," a term



that referred to the Knight's ability to influence great events in favor of the good. Virkhus uses the *Horn of Dawn* to call his troops. These are the Legion of Virkhus, the most fearsome warriors known in the land. Before each battle, Virkhus would sound this horn to call his troops forth; as an advanced knight haunt, Virkhus is now able to use the Horn to summon his troops back as knight haunts in their own right, which may contribute to a victory on the Plains of Solamnia if the heroes find him in the Tower.

Note: The background provided above is related in the Tales of Virkhus, one of the items that may be uncovered in the Tower.

VIKOKA BAITAL, PRIEST OF SARGONNAS

LE male civilized human vampire cleric 12 of Sargonnas

Vikoka is working in the army of Lord Soth. He has been lead to the High Clerist's Tower for two reasons. First, Lord Soth has the cleric searching for a way to marshal the undead forces of the Tower and find a way to free them so that they will serve in his undead army. But Vikoka has a more personal reason for being here. He is after the **Crown of Kurnos**, believed to have been with the long-dead Bishop of Sargonnas when the Tower was sealed. If he recovers this item, Vikoka believes he can free himself from dependence on Lord Soth and become Sargonnas' new Bishop.

INTERIOR OF THE HIGH CLERIST'S TOWER

The Tower of the High Clerist is one of the largest buildings ever erected on Krynn. It is impossible to detail every nook and cranny of the edifice, but there are certain areas of the tower that can be described in general terms. Many areas are assigned letters instead of numbers in the key; these more generic rooms are described as follows:

A—ABBEY

Read the first boxed text to describe the main room, the second for smaller annexes.

Delicate inlaid tiles cover the Floor. Vibrantly colored frescos ornament the high arched ceiling 40 feet overhead. The polished benches sit in perfect array down the length of the hall. All is illuminated by many-colored light streaming through the great stained glass window at the far end of the hall. There sits a great stone stand holding a book. The columns to either side are resplendent with delicate carvings.

Massive carved desks of polished oak sit in the center of the room with several chairs placed carefully about. A great chandelier hangs from the floor to the ceiling on the opposite sides of the room. On the stone wall behind the desks hangs on a brilliant banner of a kingfisher.

There is an abbey on each of the eighth, ninth, and tenth levels. The large area was the main worship room while the annexes were used for the council and meditation.

B—BEDROOM

A simple frame cot stands against the wall in these rooms. Clothing is carefully hung on pegs set into the walls.

C—CORRIDOR

These clean-swept corridors run into the darkness. Tapestries stand at intervals in the halls. The tapestries all depict epic events and heroes from Krynn's past, including the Graygem of Gargath, Huma Dragonbane, and Vinas Solamnus.

D—Dining Hall

A great table runs the length of the room beneath dark chandeliers. Delicate porcelain plates grace the silk tablecloth. Polished silverware flanks each setting. The table is set with a sumptuous meal. There is no aroma from the food; the food is preserved but still edible.

E—ELEGANT QUARTERS

Richly woven rugs cover the floor. Finely crafted cabinets and shelving line the walls and divans and chairs are placed about the room.

Everything here speaks of comfort, wealth, and power. One room in each suite contains a great bed with soft linen sheets carefully turned down. Not a speck of dust is to be seen.

F—FOOD STORAGE AND PANTRY

Huge kegs and bins line the walls of this room. Grain is scattered across the floor. The bins contain vegetables and fruit, all fresh although it gives off no aroma; the food is preserved but still edible.

G—GUARD QUARTERS

Against the far wall is a line of cots with a small chest at the foot of each bed. There is one cot for every 5 foot-square-area in the room. Each has a locked chest (DC 20 Open Locks check) at the foot. There is a 20% chance that each chest will contain some personal possessions (pouches of coins, small gems) worth some small value. The value of the treasure will be 1d4x10 stl.

H—HALL

Frescoes cover the ceiling in brilliant detail. Banners hang stiffly from the rafters. Statues of ancient Knights are found in the hall, while scenes of their battles are immortalized overhead. The statues are of Solamnic Knights from the Age of Might. The banners are from their campaigns. Any knightly heroes (such as Sturm Brightblade or Brian Donner) will be able to locate their family crests and coats of arms in here.

J—JAIL CELLS

The key to this locked cell door is on a peg outside the door. The cell is clean and bare.

K—KITCHEN

Several large wood blocks stand in the center of the room. A huge, cold stone fireplace fills one wall of the room. Great bronze kettles hang from the walls along-side cutting knives of every type and description. One of the tables holds a slab of meat. The meat is fresh due to the preservation effect when the tower was sealed.

L—LIBRARY

Floor-to-ceiling shelves line the walls of the room and stand in ordered ranks across the floor. The shelves are filled with books.

All the books are pre-Cataclysm and written in Solamnic; most of the texts deal with historical and biographical works of the Age of Might.

M—MEAT STORAGE

Bins of salt stand at the back of the dim room. Cured meats hang from hooks on the rafters. As with all foods in the tower these meats give off no smell and are edible.

Π—OFFICERS' QUARTERS

A simple wooden cot stands against one wall. At its foot a large chest lies shut. A steel mirror hangs on one wall.

P—PRISON PIT

A wide, round shaft drops through the floor of the octagonal stone room. A chain ladder lies coiled on a platform that extends halfway over the shaft. The platform hangs over a 30-foot-deep pit. The bottom of the pit is lined with clean, fresh straw. The chain ladder overhead is coiled around a rotating spindle which allows it to be lowered into the pit.

Φ—OFFICE CUBICLES

High desks with tall stools stand neatly about the room. Papers are carefully arranged on the desk tops. Lanterns stand dark at each desk corner. The lanterns are usable and half full of oil.

R—ROTUNDA

Delicate fresco paintings cover the high, domed ceiling of the room. Images of two kingfishers stand to either side of a great knight, flying through the heavens dispelling darkness. A mosaic-tile map of pre-Cataclysmic Ansalon covers the floor. Strange shadows are cast on the map.

If the players study the shadows on the map have them make a DC 15 Appraise or Spot check. Success means they realize that the darkest shadows cover the Dragonarmy-occupied lands, lighter shadows cover parts of pre-Cataclysmic Ansalon that are now under water, and the unshadowed portions are those lands controlled by the forces of good.

T—TEMPLE

Intricate patterns are carved into the support pillars on either side of the temple. Running the length of the ceiling is a frieze carved into the arches stone. At the far end of the temple stand a platform and a stone altar. Behind them is a great golden door. The altar has three kingfishers carved on each side. The rectangular slab runs lengthwise with the room. There are kneeling slabs on both long sides of the altar.

The golden door is *divine locked*. The password has been long forgotten. A *knock* spell is the only way for the heroes to open the door.

U—SERVANT QUARTERS

A simple frame bed filled with clean straw stands in the corner of the room. There is a 25% chance that a cloth sack is discovered under the bed. Its contents are the dirty clothing of the servant who occupied this room.

V—WALKWAY

An overhanging walkway with a carved railing looks down over the area below. Check the map to see the general area the walkway overlooks. Then check that description for more information.

W—PORTABLES STORAGE

Huge wooden kegs contain water although some contain pre-Cataclysmic wines. All are drinkable.

X—ARROW SLITS

These traps consist of corridors, of various shapes and sizes, with slits along the walls. There is also a false iron door at the end of most of the corridors. The real exit from this access is always either a concealed or secret door.

These areas were used to entrap invaders and eliminate them with missile fire from the side walls. The walls contain secret doors and false doors to confuse attackers.

Y—COMMON ROOM

This well appointed room has a number of chairs and couches lining the sides of the room. Rich tapestries of knights adorn the walls.

This area is usually adjacent to a number of living quarters where visitors could hold informal meetings with one another.

Z—COURTYARD

This courtyard has a well-manicured garden. Much like the rest of the Tower it was preserved when the Tower was sealed. Weathered stone benches line walkways through the garden.

GETTING INSIDE THE HIGH CLERIST'S TOWER

The High Clerist's Tower blocks the only pass large enough for an army to move through to the city of Palanthas. The Knight's Spur is the only building actually occupied by Solamnic forces. They also have access to the courtyards, and can take the stairs in the courtyards up to the top of the curtain wall. This also gives them access to the three temple areas of the second floor. Those are the only accessible areas to the Knights of the entire keep. The doors from the temples into the rest of the second floor are barred and sealed.

Since all access to the Tower is magically sealed the knights have been unable to enter. The only way to enter the High Clerist's Tower is to either be a true cleric, or have been touched by clerical magic, such as being *blessed* by a true cleric or having been the recipient of magical healing. In addition to this, most knights will refuse to enter fearing they are desecrating a holy place. This attitude will be prevalent among the knights until such a time that they are forced to utilize the towers defenses.

If the party includes a cleric (such as Elistan) or some other hero with divine powers (such as Brian Donner, if he becomes a paladin) then they will be able to enter. If not, they

will need assistance in some form from a suitable non-player character, such as Silvert or one of the pilgrims who visit the Tower.

During times of peace, the tower was extremely accessible. Worshipers could enter the main gates to the lower courtyards and then climb the stairs to second level to worship in the temples. Those with state business would take one of the two stairs on the second level up past the fifth level and to the upper courtyards of the sixth level. The sixth level through the twelfth contained ballrooms, dining rooms, guest suites, offices, abbeys and public council chambers. Most notable were the great ballrooms on the sixth level and the seventh level and the Knight's Hall on the eleventh level whose chamber extended up past the twelfth level. All were open to visitors.

RANDOM TREASURE

At the time that the Tower was sealed a couple had just been married, a knight's trial was in progress, and warriors dedicated to Sargonnas had begun an assault from within the Tower itself. Strewn across the rooms of nearly every level is scattered debris that the spirits have moved about over hundreds of years. Dishes, weapons, clothing, jewelry, books, utensils and items of every description have been randomly deposited all over; this includes more important items such as Yarus's crown, the *dragon orb* and other items of power. Refer to the **Counsel of Astinus** sidebar on page 93 for more details.

In addition to this, the remains of each person that died that night are scattered about the tower. Each body is eerily preserved and has not decayed since death. Often their spirits can be found lingering nearby performing the last task they

performed before death claimed them. Once the curse has been lifted from the Tower the bodies will begin to decay and the trapped souls will be set free.

Except for **HCT 32: Treasury** and the locations of the Goal Artifacts, the treasure in the High Clerist's Tower is determined randomly throughout the Tower. Over the centuries the local ghosts, minions, and shadows have moved the objects about at will.

Beginning with **HCT 10: Altar of the Orb**, any time the heroes enter a room with a numbered location there is a percentage chance equal to the location number that there will be random treasure in or near that location. So for example in **HCT 20** there is a 20 percent chance that the heroes will uncover some random piece of treasure nearby.

When a roll indicates that random treasure was discovered, use a standard deck of 52 playing cards to determine the treasure found. Remove the Jokers and Aces from the deck and then draw a card. Consult the **Random Treasure Location** table to determine what has been found.

If you do not have a deck of playing cards, roll 1d12 to determine the face value of the card and 1d4 to determine its suit. Then refer to the table.

RANDOM TREASURE LOCATION TABLE

Four items (the Map of the Eternal Halls, the Tower Map, the Tales of Virkhus, and the Tome of Yarus) require further explanation.

- **Map of the Eternal Halls:** This unlabeled line map traces the route from one of the entrances to the Eternal Hall to the Treasury without passing through a single reduction teleport. Which entrance it traces from, however, is not indicated on the map.

RANDOM TREASURE LOCATION TABLE

Face	Dice	Clubs (1)	Hearts (2)	Spades (3)	Diamonds (4)
2	1	silver chalice 200 stl	650 gp in a leather sack	+1 plate armor	mithral heavy shield
3	2	brass mug 300 stl	80 pp in a leather pouch	+1 longsword	two potions of cure serious wounds
4	3	deep blue spinel 450 stl	set of matching alexandrite stones 1000 stl	mwk star metal dagger	ring of evasion
5	4	silver-plated longsword with jewel in hilt 550 stl	sapphire pendant on a gold chain 1750 stl	ring of the ram	bracers of archery, greater
6	5	solid gold idol of Kiri-Jolith 700 stl	embroidered and bejeweled glove 2000 stl	bracers of defenselessness	mace of disruption
7	6	fire opal 800 stl	rich purple corundum 2525 stl	10 screaming bolts	rod of wonder
8	7	blue sapphire 900 stl	gold music box 3000 stl	5 javelins of lightning	ioun stone, pale green prism
9	8	gold and topaz bottle stopper cork 1050 stl	necklace of pink pearls 3500 stl	major ring of electricity resistance	breastplate of command
10	9	black star sapphire 1200 stl	jeweled electrum ring 5000 stl	Map of the Tower *	ring of protection +3
J	10	eyepatch with moonstone 1400 stl	Map of the Eternal Halls *	lion's shield	boots of dancing
Q	11	gauntlets of fumbling	gold and ruby ring 6000 stl	figurine of wondrous power, obsidian steed	Tales Of Virkhus *
K	12	drums of panic	gold cup set with emeralds 7000 stl	staff of defense	Tome Of Yarus *

- **Tower Map:** This is a highly stylized map of the tower: Mostly an art piece, it is difficult to read. Whenever a hero attempts to use this map they must make a DC 25 Appraise, Decipher Script, or Survival check to know where he is on the map. From there, he can describe the function and general contents of the surrounding rooms. Kender get a +10 circumstance bonus in their attempts to decipher the map.
- **Tales of Virkhus:** This book gives the background of Virkhus, the Lord Marshall of the High Clerist's armies. It tells how High Clerist Yarus Donner considered Virkhus his 33rd Khas piece and how the Lord Marshall was responsible for the success of most of the battles during his time in power. See **People to Meet in the High Clerist's Tower** for more information.
- **Tome of Yarus:** This book gives the background on the High Clerist Yarus and is time in power. It also has details describing the importance of Khas in his life and the creation of his crown. See **People to Meet in the High Clerist's Tower** for more information.

ROAMING ENCOUNTERS

In addition to the harmless denizens of the Tower there are dangerous spirits, evil creatures, and worse that can now be found wandering the halls looking to quench an undying hunger. Once or twice an hour, or when you think the heroes

ROAMING ENCOUNTERS		
Roll	Encounter	Average EL
1	1d4+6 gully dwarves (see below)	11
2	philosopher minion (see below)	12
3	1 bodak (<i>Monster Manual</i>)	8
4	2d4 spectres (see <i>Monster Manual</i>)	11
5	banshees (see below)	10
6	kender wanderers (see below)	11
7	1d3+1 wraiths	9
8	1d4+4 searchers (see below)	11
9	spectral revelers (see below)	12
10	1d3 shadows (<i>Monster Manual</i>)	5
11	1d4+1 spectral office workers (see below)	12
12	1 greater shadow (<i>Monster Manual</i>)	8
13	1d4+2 will-o'-wisp (<i>Monster Manual</i>) (see below)	10
14	1 ghost (<i>Monster Manual</i>)	7
15	1d3 spectres (<i>Monster Manual</i>)	10
16	1 devourer (<i>Monster Manual</i>)	11
17	1 mohrg (<i>Monster Manual</i>)	8
18	2d4 knight haunts (see below)	5
19	1 Stahnk (see below)	8
20	Vikoka Baital (see below)	14

could use some action you can randomly roll a 1d20 or simply select one from the **Roaming Encounter Table**. The only encounter that needs special consideration is the encounter for **Vikoka Baital**, so make sure to review that encounter before running it.

GULLY DWARVES [EL 11]

A group of small, squabbling shadows step into the light revealing a dirty group of gully dwarves.

The Situation: The forces of darkness will stoop to any level to get what they want. A cleric of Morgion befriended the Phlug clan of gully dwarves that once dwelled in the nearby Virkhus Hills. He *blessed* them and tricked them into recovering the *dragon orb* from the Tower of the High Clerist.

Creatures: Elite Phlug clan Aghar *orb*-hunters, or so they would like to be known (N male gully dwarf expert 6), one of whom is their leader (and shares identical statistics with all the others.)

∞ Gully dwarf sneaks (5-10): hp 27, see page 191.

Tactics: If the heroes run across any roaming gully dwarf sneaks the Aghar will freeze until the heroes make a move. If the heroes are friendly and reassuring the gully dwarves will also be friendly and be happy to tell the heroes (in their limited fashion) about some of the surrounding rooms. If, however, the heroes are threatening the gully dwarves will scatter and withdraw to safety as fast as possible.

Development: So far the gully dwarves and their "fearless" leader, Highphlug the Two, have been unable to find the *orb*. Most of the clan is situated on the first level in **HCT 7: Herringbone Walls** and **HCT 9: Head Trap Room**. But others (such as this group) have gone exploring the rest of the Tower looking for food and treasure.

PHILOSOPHER MINION [EL 12]

A ghostly figure floats across the middle of the room.

The Situation: This is a philosopher minion. Philosopher minions know a great deal about the tower and can help the heroes with information. The minion may be either male or female. Out of sight and hidden within the walls are six warrior minions, who will only arrive if summoned by the philosopher.

Creatures: Seven spectral minions: one philosopher (LN male civilized human spectral minion expert 10) and six warriors (LN male civilized human spectral minion fighter 5).

∞ Spectral minion philosopher: hp 40, see page 193.

∞ Spectral minion warriors (6): hp 38, see page 193.

Development: The philosopher minion is floating 1d4+1 feet above the floor. When first encountered it says, "I am the minion of wisdom and truth. You have but to say "Speak" and I shall give thee wisdom." If the heroes say, "Speak" then the minion obliges. Each time the minion speaks it drifts one foot closer to the ground.

If the heroes ask too many questions and the minion touches the floor or if it feels that the truth of its statements has been questioned, it becomes enraged and calls out to the six warrior minions which materialize 1d4 rounds later to trounce the intruders. The philosopher disappears on the round that the warrior minions enter the room after giving the heroes a good lecture about respecting true knowledge.

What a philosopher minion says depends on the level of the Tower he or she is encountered on. Roll a 1d4 and add the Tower level to determine (from the **Philosopher Chart**) what the minion says.

PHILOSOPHER CHART

Result Philosopher's Reply

1	Direction of Goal Artifact A
2	Fleet of foot and swift as hare, Beware the marble on the stair
3	Reflections of your self beware; the fetch waits within that lair.
4	The endless halls will you diminish unless on proper path to finish
5	Of dancing minions please take care, that your soul they do not ensnare
6	Direction of Goal Artifact B
7	Direction of Goal Artifact C
8	Virkhus the mighty hero of old returns from death with armies untold
9	When Yarus returns to our land he has anger and power in hand.
10	The tower depths hold cavernous room dragon meets orb's deadly doom
11	Direction of Goal Artifact A
12	The Horn of Dawn does Virkhus wield, causing the dark evil to yield.
13	Direction of Goal Artifact B
14	Yarus and Kurnos in ancient days played games of Khas in wizardly ways.
15	Just below where Yarus slept are halls where treasure is kept
16	Direction of one Goal Artifact C

If the reply comes in the form of a direction to a Goal Artifact, the Philosopher provides the shortest direction to the stated treasure based on the heroes' location within the Tower and the location of the Goal Artifact in question. This direction is framed in a line of verse, as provided below. If the Goal Artifact is not in the Tower (because the heroes failed to achieve the Adventure Goal in the **Winter Councils** section) substitute a direction to one of the other Goal Artifacts.

The philosopher says, "Here now and take heed/This way to the treasure you need."

Directions to Goal Artifact

Up	Over head and hair / Is the artifact's lair.
Down	Under your boot / Is your loot.
North	North and away / Brings joy this day.
South	From my mouth / Your way lies south.
East	To sun's rise / Is the way that's wise.
West	The way that's best / Is to sun's rest.

SEARCHERS [EL 11]

Dimly glowing lamps can be seen in the distance. As they come closer the heroes can see they are held aloft by translucent shadows of men; the ethereal figures in rags headed in the heroes' direction.

The Situation: The vampire Vikoka Baital has commanded some of the spirits of the tower to assist him in his search for the Goal Artifacts.

Creatures: Searchers are the spectral minions of evil monks (LE male civilized human spectral minion monk 5). They ask the heroes if they have found what they are seeking. The searchers never stop pestering the heroes unless the heroes answer, "yes," or unless the heroes confirm that they have one of the Goal Artifacts with them. If the heroes attack or if they indicate that they have recovered one of the treasures the searchers scream hideously and attack whomever they believe has the artifact in an effort to recover it and deliver it to Vikoka Baital.

☞ **Spectral minion searchers (6):** hp 26, see page 193.

Tactics: The searchers attack in two groups of three, trying to surround any heroes they believe hold the artifacts. The searchers are intent on stealing them, and so their attacks are disarm attempts more often than not.

REVELERS [EL 12]

Spectral figures revel through the halls before the heroes, tempting them to join their gaiety.

The Situation: These spectral minions travel and gambol through the halls of the tower. When encountered, they are found engaged in one of the following activities:

- Dancing madly through the halls.
- Laughing in groups, drinking spectral ale.
- Men and women chasing each other.
- Playing parlor games.
- Playing in a musical group.
- Dining gluttonously.

Creatures: Revelers are spectral minions of long-dead nobles (CN male and female civilized human spectral minion aristocrat 6).

☞ **Spectral minion revelers (8):** hp 27, see page 193.

Tactics: Revelers have developed a special ability—*temptation*. This may be directed at any single target within 30 feet of the reveler and is a mind-affecting supernatural ability. The hero must make a DC 15 Will Save or by hypnotized by the curious and mad movements of the reveler. The hero falls into a deep sleep and their body slumps to the floor. The heroes' companions will see the soul of the sleeping hero rise from his or her body and begin reveling with the spectral minions. The hero's spirit will continue to revel until either the group of revelers is defeated or 1d6 minutes have passed. For every minute the hero's spirit revels in this state, she gains one negative level cumulatively. The hero regains one level for every hour after awakening.

WILL-O'-WISPS [EL 10]

A light in the distance moves with purpose and direction across a room ahead of the heroes.

The Situation: These creatures appear in the distance and attempt to lead the party to the nearest revelers, trap or dangerous creatures. Select a roaming encounter from the chart and have the will-o'-wisps lead them to that encounter.

Creatures: A string of will-o'-wisps.

☞ **Will-o'-wisps (3-6):** hp 40, see *Monster Manual*.

SPECTRAL OFFICE WORKERS [EL 12]

Spectral figures ahead of you carry books and scrolls. Some float hunched over writing into them. They seem to be furiously poring over ledgers and papers.

The Situation: These are spectral minion philosophers who are studying papers to determine where the Goal Artifacts are now located. When encountered, the office workers ignore the heroes and continue to worry and fret over their papers and ghostly annotations. The heroes can make a DC 15 Sense Motive check to determine what the spectral figures are doing; they are apparently looking for information and making calculations to determine when the Goal Artifacts are currently located. If they are asked a question there is a 50% chance that the philosophers become gripped with wrath and attack each time they are asked a question. If they do not attack, then they answer according to the Philosopher Chart on page 110. After each question the chance for attacking increases by +10%.

Creatures: Spectral minion philosophers (LN male civilized human spectral minion expert 10), each carrying a longsword by their side.

☞ **Spectral minion philosophers (2-5):** hp 40, see page 193.

Tactics: When one office worker goes berserk they all will; they fight until destroyed. A *calm emotions* spell will cause them to cease their angry assaults and return to their study.

BANSHEES [EL 10]

A pair of translucent figures materialize before the heroes and begins to groan ominously.

The Situation: The vampire Vikoka Baital has commanded some of the spirits of the tower to assist him in his search for the Goal Artifacts. These banshees were sent by the vampire to find the heroes, rattle them, and to return and report their location.

Creatures: Banshee (CE female Qualinesti elf ghost noble 6)

☞ **Banshee (2):** hp 39, see page 182.

Tactics: The banshees are not looking for a fight, just looking for the heroes' location within the tower. One will unleash its frightful moan to affect as much of the party as possible before leaving; the other closes in to allow its fear aura to affect the heroes and then follows its companion..

KENDER WANDERERS [EL 11]

Just before this encounter have the players make a DC 15 Listen check to hear the sound of talking and metal clinking lightly together. A group of small figures rounds a corner up ahead. They appear to be a group of kender talking excitedly and examining small objects on the floor. When they notice the heroes they head over in the party's direction.

The Situation: A group of six kender is exploring the Tower. One kender appears to be the oldest and apparent leader of the group. He introduces himself as Kipper Snifferdoo and introduces the rest of the kender as Pippen, Flippo, Froglegs, Fairly, and Lump. Kipper explains that he is a newly appointed cleric of Gilean and that he and his companions thought they would help take inventory of the

Tower for the knights and surprise them with the results later. So they were just going through everything and thought to help clean the place up a bit by removing some of the more bothersome items lying about.

Creatures: Kipper Snifferdoo (NG male kender rogue 4/cleric 4 of Gilean) and his five friends (NG male kender rogue 6).

☞ **Kipper Snifferdoo:** hp 34, see page 188.

☞ **Kender handlers (5):** hp 29, see page 192.

Tactics: The kender do not want to fight, but they will if attacked. Kipper will try to talk down any confrontation before it begins. If a fight ensues the kender will work with one another to flank opponents and use their taunt ability to enrage their opponents. If one of their comrades fall the kender will surrender and tend to their friend.

Development: Kipper will offer whatever minor clerical services he can during his visit, but the kender will not be traveling with the party. The kender have not found any of the Goal Artifact items yet and will put up a fight if the heroes attempt to force the mundane items they have collected so far from them. The items include silverware, silver goblets, and steel daggers.

One of the kender, however, has an accurate map showing how to get to **HCT 29: Eternal Halls** and another (highly inaccurate) map showing how to get through the Eternal Halls to the Treasury. If the heroes treat the kender with respect the kender explorers will be willing to show them the maps or trade them for something interesting.

KNIGHT HAUNTS [EL 5]

Ahead of the heroes, spectral warriors in armor block your path. They hold up a hand to indicate that none should go no further.

The Situation: The undead knights assigned to this area are going to prevent anyone from passing by whatever means necessary. They will not rush to attack, but will defend the location at any cost.

Creatures: Knight haunts, former Knights of Solamnia.

☞ **Knight haunts (2-8):** hp 52, see page 192.

Tactics: The knights will always keep themselves between the area they are guarding and their opponents. They attack any foe who strikes them, but will not attack any hero that does not attack them first.

Development: The knight haunts can speak, but they only know that "None shall pass without the password given by High Clerist Yarus." Of course this password has been long forgotten by anyone. They will ignore other spectral minions but try to prevent any living beings pass.

STAHNK [EL 8]

A chilling growl echoes all around the heroes and a massive creature rushes toward them. It resembles a wingless dragon covered in loose flesh with ribs poking out of it.

The Situation: Vikoka Baital brought this creature into the Tower with him and unleashed it hoping that it would exterminate any living creature that has crossed its path.

Creatures: Stahnk, an abomination created by dark magic.

☞ **Stahnk:** hp 91, see page 193.

Tactics: The stahnk attempts to trample the hero that is closest to it. Then it will attempt to snatch that hero up and entrap it in its rib cage to use its rib spurs on it. As it does this the battered body of a dead gully dwarf will fall out.

Special: This event can only occur once.

Vikoka Baital [EL 14]

A figure in drab clothing approaches the heroes. As opposed to most of the creatures here he appears to be alive. This dark pilgrim nods in a friendly manner and puts his hands up in a gesture of peace.

The Situation: This is the vampire cleric of Sargonnas by the name of Vikoka Baital.

Creature: Vikoka Baital, Cleric of Sargonnas (LE male civilized human vampire cleric 12 of Sargonnas).

∞ **Vikoka Baital:** hp 83, see page 189.

Tactics: Vikoka Baital will first try to bluff his way into joining the party. In a sense he is a pilgrim come to pay homage to the gods, they just happen to be the gods of evil. He will state that he entered the Tower through a temple on the second floor and found to his surprise that he was able to enter the tower through one of the doors. He was exploring the tower when he happened upon the heroes. He says that so far the spectral figures he has encountered have not been threatening to him.

If and when his true nature is discovered he will attack or attempt to dominate a hero before fleeing. Vikoka will not attempt to defeat all the heroes at once. He will hit the party and then flee and find them again later. He keeps tabs on their progress through the undead in the Tower.

Special: This encounter is special in so far as Vikoka Baital should try to use the party to get what he wants and is exploring the Tower looking for the Goal Artifacts as well. In the end he is after Kurnos' crown. He has already tried to retrieve the crown once, but the spirit Virkhus protects the Khas Room and Vikoka has been unable to control him. If he can achieve gaining the crown by ransoming one of the Goal Artifacts to the heroes for it then he will do so. It is up to you how to handle his role in the adventure. He will attempt to face the heroes for a final showdown before they can enter **HCT 42: Khas Room**. By that time he will have hopefully dominated one of the heroes and can also use that to his advantage to get the crown.

KEY TO THE KNIGHT'S SPUR

The Knight's Spur is a construction that sits east of the great outer wall of the tower and blocks off access to the Westgate Pass beyond. Consisting of three levels plus towers, its defense is not as well planned as the Tower's, yet it is still a formidable structure.

The stream runs under the spur through an aqueduct baffled by a series of portcullises. Arrow slits open into the aqueduct from above on the first level of the spur. The large main gates of the spur are made of iron barred from the inside. These require one round to open.

The spur consists of a courtyard with buildings to the north of the main curtain wall. Access to the interior of the spur is via a large wide staircase in the east section. For defense, the iron gates close before two portcullises. One wall is lined with arrow slits to stop intruders.



HCT 1: KNIGHT'S SPUR

The inside of the Knight's Spur is cold yet clean. Men in armor and Solamnic uniforms hurry throughout the building carrying orders, supplies and reports. They eye you with interest before continuing on their way.

If the players seem to be lost, a young man by the name of Narren will approach them and try to direct them.

HCT 2: COUNCIL OF KNIGHTS

Faded banners hang in the great hall, their emblems in shadow. The great arch of the ceiling rises overhead into sooty darkness. At the west end, a simple dais rises from wide steps. Three great chairs stand there, each bearing the crest of one of the orders of the Solamnic Knights.

Whenever a Knightly Council is called, this is where it is held. There are 24 full Knights present with 38 Knight-in-training for a total of 62 to attend councils. There will be at least 1d20+40 full and in-training Knights in attendance at any Council (minus any lost in battle).

Any player heroes who wish to become fully instated as Knights of Solamnia may appeal to a Council here during their time at the Tower. This applies only to those heroes who are not yet Knights, although Knights of the Crown or Sword

who wish to state their case to advance to their next Order may also do this here. Because the morale of the Knights is low and there is a war on, the Knight aspirant must succeed at a Diplomacy check (DC 30 minus the current Morale Rating) to convince the Lord Knights to hold the Council, which takes 3 days at least to convene.

HCT 3: ROOMS OF LORDS

The cold stone rooms are clean but sparsely furnished. A fur-covered cot can be seen in the far room while a desk and chair sit in the middle of their room. A single, war-torn banner hangs from the wall.

These are the rooms of the Lords who command the armies: Aurik's rooms are located to the north, Alfred's room and Michael's room are joined by a common area to the west. There is a 25% chance of finding each of these non-player Knights in their rooms at any given time. When present they will be (roll d%): sleeping (1-40), passing judgment on a soldier (41-50), writing dispatches (51-70), or making battle plans (71-100).

HCT 4: MAP ROOM

Makeshift racks fold hundreds of rolled maps, while a dozen others are spread across a large oak table in the center of the room.

These maps are of the areas surrounding the tower as well as many of the parts of Ansalon. They include maps from Southern Ergoth to Palanthas as well as the local terrain. The maps show the army of the Dragon Highlord routes south through the Solamnic Plains. The size of the forces farther south are, however, unknown and not marked on the map.

KEY TO THE FIRST LEVEL

Few, if any, know anything about this level of the Tower. It has been empty for as long as the Knights remember, and nobody has ever actually lived on this level if the records are to be believed. The reason for this will become obvious as the heroes explore it: the entire level is a trap for dragons.

Play begins at area **HCT 5: Tower Doors**, reached via the Knight's Spur. Identical entrances surround the Tower, all of them shut off against the world . . . until now.

HCT 5: TOWER DOORS

Black tower doors, 50 feet tall, stand firmly against the armies of the plains beyond. Banded with steel plates, locked by bolt and magic, these gates seal the courtyards from intruders.

The Situation: There is an opening mechanism located behind a concealed panel in the courtyard. Opening the gates using the mechanism takes 5 rounds. The gates from the

Knight's Spur to the courtyards are open during the day and closed at night. The others are always kept shut and haven't been opened in centuries.

Tower Doors: 4 inches thick, hardness 10, 120 hp, Break DC 36; SR 30.

Development: If a *dragon orb* is activated in **HCT 10: Altar of the Orb**, all of the Tower Doors open automatically and will not close until the *orb* is deactivated.

HCT 6: SERRATED HALL

A great iron portcullis blocks the way into this hall. It is rusted yet still very solid. Behind it is a large entrance hall lined with weather-worn carvings in its alcoves.

The Situation: Each portcullis is magically sealed. Only a person who can channel or use divine magic, such as a cleric, paladin, druid, or somebody under the effects of a *bless* spell, can open this gate. The portcullis is counterbalanced and lifts open easily, but with a horrible screech. The portcullis remains open to whatever height the heroes lift it. For every foot the heroes raise the portcullis, there is a cumulative 20% chance that a guard on the tower wall notices the intrusion into the tower. For example, raising the portcullis 3 feet results in a 60% chance. Closing the portcullis also makes noise but does not increase the guard's chances of hearing.

Development: If the portcullis is left open guards will notice it in 1d20 minutes. There is a 20% chance that the Knights will figure out who has gone into the tower. Modify this by any circumstances that apply.

Read or paraphrase the following once the heroes pass through the portcullis:

The hall beyond is formed of ornate stone walls in a herring bone formation. Each side wall encloses a dark passage leading away from the central hall. At the far end of the hall, two iron grills come out of each side wall to form a portcullis with a 3-foot-diameter hole in the center. Beyond that is an octagonal room with a double, golden door opposite the iron portcullis.

This hall is part of a dragon trap. If a *dragon orb* is activated in **HCT 10: Altar of the Orb**, any dragon within range is drawn toward it, entering the tower past the Tower Doors (which will automatically open if the orb is activated) through the great portcullis gates. As the dragon gets closer, the hall narrows. The hall's herring bone pattern makes it easy for the dragon to enter but difficult to get out. Once this far, however, the call of the *orb* becomes an undeniable obsession.

The portcullis was dropped once the dragon was in **HCT 7: Herringbone Walls**. The iron portcullis with the 3 ft. hole consists of two parts controlled separately from **HCT 8: Iron Portcullis Controls**. These are slammed shut when the dragon's head entered **HCT 9: Head Trap Room**, holding the head (and thus the breath weapons) in room **HCT 9**. Knights

can then attack the dragon from the side halls as it becomes helpless (effective Dexterity of 0 (-5 to AC), +4 to hit with melee weapons, coup de grace possible.)

This method would disgust modern-day Knights because they have forgotten the spirit of the Measure. Pre-Cataclysmic Knights knew that evil must be defeated and dishonor came from not using all available means to accomplish this. The dragon trap was safe and sure and much honor was earned in defeating evil dragons this way.

There is a 5% chance that any of the portcullis release mechanisms will not function.

The portcullis leading to **HCT 9** is shut when the heroes enter this room. The golden doors at the far end are magic resistant (SR 28) and have been welded shut from the inside.

HCT 7: HERRINGBONE WALLS [EL 11]

Herringbone walls line the inside of this room forming a strange hall. All of a sudden unwashed bodies scurry from behind the walls and the entire room is in turmoil! Small, smelly figures move hurriedly about the hall.

The Situation: The Phlug clan of gully dwarves that once dwelled in the nearby Virkhus Hills has been sent on a mission into the tower to recover the *dragon orb*. A cleric of Morgion *blessed* the entire clan and sent them into the tower making them believe the *dragon orb* is a sacred gully dwarf artifact. They can also be found as random encounters or in **HCT 9: Head Trap Room**.

The room is in total disarray. There are 8 gully dwarves with one leader. The leader, High Phlug the Two, is a rather dirty but pompous and officious sort of fellow. He says he is on a secret mission to find the wonder of the tower, the great steel marble! He insists that the heroes not tell anyone about this secret mission.

Creatures: Elite Phlug clan Aghar *orb*-hunters, or so they would like to be known (N male gully dwarf expert 6), one of whom is their leader (and shares identical statistics with all the others.)

☞ **Gully dwarf sneaks (9):** hp 27, see page 192.

Development: If any other treasures are described to him, he responds that he thinks he knows just where the treasure is and is willing to allow the heroes to follow him to it. In any event he leads the characters on the most circuitous route possible, giving the heroes the “grand tour” of the tower.

Gully dwarves pretend to be excellent spies and the bravest of warriors. They flee in panic at the first sign of danger.

HCT 8: IRON PORTCULLIS CONTROLS

Hidden behind a solid stone wall is a massive lever in an up position.

This level controls the portcullis in **HCT 9: Head Trap Room**. The lever only controls one side of the portcullis and requires one person on each lever working in unison to close the gate around the dragon's head. It takes a DC 5 Strength check to move the lever.

HCT 9: HEAD TRAP ROOM [EL 12]

In the midst of the octagonal room, a dozen gully dwarves lie on the floor murmuring. A great golden door stands before them.

Creatures: Elite Phlug clan Aghar *orb*-hunters, or so they would like to be known (N male gully dwarf expert 6).

☞ **Gully dwarf sneaks (12):** hp 27, see page 192.

Development: The Aghar here hush anyone who makes more than whisper noises in this area. They patiently explain that they are worshiping the great golden doors in hopes that it will open up and give them the great steel marble.

If the leader (from **HCT 6: Herringbone Walls**) is with the heroes when they come across these gully dwarves he will tell the heroes that these “mungfungers” don't know what they are talking about. That only he knows the actual location of the great steel marble and will continue to lead them in circles around the keep.

HCT 10: ALTAR OF THE ORB

Possible Goal Artifact Location

Cold air falls from the darkness overhead. The great circular room surrounds a central dais. Five sets of doors open onto the room. An arched opening looms to the north. Deep dust covers the floor and dais. Atop the dais, an ornamental pedestal is covered in dust.

The Goal Artifact, if it is here, is under the dust on the pedestal. The shaft extends 260 feet up to **HCT 31: Central Shaft**.

If the *dragon orb* is placed on the pedestal in this room and activated, the dragon traps demonstrate their purpose. See **HCT 6: Serrated Walls** for more information. Activating the orb during one of the battles outside is a tremendous advantage; see **Battle Results** on page 127.

HCT 11: SHAFT ROOM [EL 8]

Tapestries cover the walls here. In the center of the room stands a platform covered by delicate satin pillows. Overhead, a vertical shaft extends into darkness. Standing on the platform is the shimmering figure of a huge man in armor, a large sword held across his chest.

The Situation: This shaft travels from the first level to the thirteenth level of the Tower. A spectral minion guardian watches the way into the upper reaches of the tower. The

minion moves menacingly toward the heroes and asks, “In whose name do you come?” in a ponderous voice. He will attack unless the name “Yarus” is given.

Creatures: Spectral minion guardian (LN male civilized human spectral minion fighter 7).

∞ Spectral minion guardian: hp 51, see page 192.

Tactics: The guardian defends the room from entry and seeks to defeat anyone that attacks it or tries to move up the shaft. If the heroes leave the room he will not follow. It isn’t as powerful as many of the other spirits within the Tower, but if slain it rejuvenates in this room within an hour.

HCT 12: LARGE SUPPLY SHAFT

Read or paraphrase this description if the heroes are outside the doors:

Steel doors bar your way through the 30 foot-wide opening.

These doors function as the portcullis in **HCT 6: Serrated Halls** except they swing open. Once though, read or paraphrase the following:

A great shaft extends overhead into the darkness. Up there several landings are seen at various levels in the tower. Dozens of ropes and pulleys extend from the darkness overhead to the floor. A platform rests on the floor, ropes attached to its four corners. A hall opens to the east and west.

This shaft was used to bring supplies into the tower. Defenders can fire down on the enemy as they entered the shaft and deny them access to other levels.

HCT 13: WEST DUNGEON

A dark robed form hangs from chains at the back of the cell.

This is the ancient corpse of a prisoner of the Solamnic knights. Now his spirit roams as a bodak somewhere in the tower, unless his body is brought down from the chains and disposed of.

HCT 14: EAST DUNGEON [EL 7]

A moaning figure lies slumped against the back wall of the cell, his hands hanging limply from the overheard chains.

Like the body in **HCT 13: West Dungeon**, this is a former prisoner of the Solamnic Knights. This prisoner, however, became a spectre that haunts its own cell.

Creature: A spectre waiting for prey.

∞ Spectre: hp 45, see *Monster Manual*

Tactics: This creature’s sole aim is to destroy Knights and anything that looks like them. It will therefore wait until an armored human character enters its cell, maintaining its act as a prisoner, before launching itself out and attacking. The “chains” are not really attached to the wall, but the spectre is able to manipulate them in such a way as to have it appear as if they are; it is these chains, not its hands, that it appears to attack with. This is purely cosmetic, of course—there is no difference rules-wise between the chain attacks and a normal spectre’s incorporeal touch.

KEY TO THE SECOND LEVEL

The Tower’s second level features a number of floor traps (marked AB on the map). These contain false floors released by a lever. When activated by retreating defenders, the floor swings down, pivoting at the arrows on the tower map and dropping at the weighted end (indicated by an X). Floor traps open over spiked pits 10 feet deep.

[T] **Spiked Pit Trap:** CR 2; mechanical, location trigger (lever); automatic reset; DC 20 Reflex save avoids; 10 ft deep (1d6, fall); multiple targets (first target in each of eight adjacent squares); pit spikes (Atk +15 melee, 1d4 spikes per target for 1d4+2 each); Search DC 20, Disable Device DC 14.

HCT 15: THE TOWER WAY [EL 14]

As you turn the corner into the next corridor you see a group of spectral warriors pointing bows and arrows in your direction.

The Situation: Eight spectral minion guardians stand watch in the area with incorporeal bows and quivers of arrows. They assume that only enemies enter this area without first uttering the password (now only known to them). They cease fire if they come to suspect, through dialogue or otherwise, that those entering are of good alignment. If the heroes attempt to enter the hall without uttering the password the guardian minions unleash their arrows as a readied action.

Creatures: Eight spectral minion guardian (LN male civilized human spectral minion fighter 7).

∞ Spectral minion guardians (8): hp 51, see page 192.

Tactics: The spectral minion guardians will continue to use arrows until the first hero enters melee, at which point they will switch to their long swords.

HCT 16: GUARDIAN ARCH [EL 13]

An alcove stands opposite the temple door in the passageway. An ornate image of a kingfisher is carved into the wall, its jeweled eyes flashing in the darkness. The kingfisher holds a sword in its claws with the hilt pointing to the right. A rose is set on the center of the sword and a crown of gems is over the bird’s head. To either side stands a marble statue of an ancient Knight.

The Situation: The statues are stone golems, activated 5 rounds after anyone enters the area without opening the secret door. The heroes must make a DC 15 Knowledge (nobility and royalty) check in order to realize that the sword hilt is pointing the wrong way. Rotating the sword so that the sword hilt is pointing to the left opens the secret door.

Creatures: Two stone golems, poised to attack intruders.

☞ **Stone Golems:** hp 107, see *Monster Manual*.

Tactics: The golems attack for five rounds before returning to their original positions. If the golems are attacked they will animate and attack again.

HCT 17: GOOD WARRIOR MINIONS [EL 15]

Spectral warriors in ancient Solamnic armor are seated around this area repairing their armor and healing wounds at a tremendous pace. They have evidently been in a ferocious battle recently.

Creatures: Twenty spectral minion warriors (LG male civilized human spectral minion fighter 5) are recovering from their endless battle with the warriors in area HCT 22: **Evil Warrior Minions**. They take no notice of characters of good or neutral alignment but attack any of evil alignment.

☞ **Spectral minion warriors (20):** hp 38, see page 193.

Tactics: These warriors use standard man-at-arms tactics, staying in formation and pressing the attack. They rotate any wounded back to the rear of the formation.

Development: Each day, at midday and midnight, these warriors congregate at area HCT 19: **Battlefield** to do battle with evil minions for one hour. Unless the heroes somehow intercede, both sides retreat with heavy wounds only to fight again the next day.

HCT 18: LEADER OF GOOD MINIONS

A spectral minion in brilliant armor stands in the middle of the room with three other minions. They seem to be in animated conversation about the battle to come.

Creatures: One spectral minion guardian (LG male civilized human spectral minion fighter 7) and three spectral minion warriors (LG male civilized human spectral minion fighter 5). This is the leader of the good spectral minion warriors. He tries to convince the heroes of good and neutral alignment to join his side in the upcoming battle. In return, he is willing to help the heroes as much as he can.

☞ **Spectral minion guardian:** hp 51, see page 192.

☞ **Spectral minion warriors (3):** hp 38, see page 193.

Development: If the battle in HCT 19: **Battlefield** is won by the good warriors, then this leader will give five steps in the shortest route to one of the heroes Goal Artifacts. The steps must be separated and simple. For example: “go north; pass two halls; climb the stairs; pass two levels; go west”.

HCT 19: BATTLEFIELD

It is recommended that this encounter be run during the battle periods between midnight and 1 a.m. and noon to 1 p.m. However, if you would like your characters to experience the fight you may run this at any time.

The great domed room is suddenly flooded with hundreds of ghostly apparitions. Evil minions float down the great staircase in a mad charge; spirits in brilliant armor wield ethereal swords and pour into the lower hall. Metal cracks against metal. The battle of spirits is joined!

This is a scene of constant conflict between spirits of good and evil. The heroes may desire to join the battle, in which case the spectral minion guardian leading his side's efforts welcomes their aid.

Creatures: These are all the minions from HCT 17: **Good Warrior Minions** (twenty LG warriors), HCT 18: **Leader of Good Minions**, (one guardian and three warriors) and HCT 22: **Evil Warrior Minions**. (twenty-three CE warriors).

☞ **Spectral minion guardian:** hp 51, see page 192.

☞ **Spectral minion warriors (46):** hp 38, see page 193.

Development: To sway the battle and force the retreat of the evil minions, the heroes must slay no fewer than 20 minions of evil. This battle may also be won by activating the worshipful Knights in HCT 21: **Haunted Temple** and bringing them here. If you use the vampire Vikoka Baital as a reoccurring villain (see **People to Meet in the High Clerist's Tower**, page 104) he gladly joins the evil warriors against the heroes in an attempt to gain the knowledge of a Goal Artifact from the good warrior leader. If the battle is won, the leader of the good warriors offers directions to the heroes as in HCT 18. The good warriors give a victory shout and disappear, released from their quest.

HCT 20: CHAMBER OF SHADOWS [EL 13]

Possible Goal Artifact Location

If the heroes are on the outside of this chamber have them make a DC 20 Spot check to notice shadows moving behind the arrow slits in the outer walls of this chamber. The only way into this area is through one of the two secret doors (DC 20 Search check).

As you enter through the secret door into the dark chamber beyond, the shadows of the room move of their own accord and attack!

Creatures: There are 7 greater shadows in the room. They attack the heroes at once.

☞ **Greater shadows (7):** hp 58, see *Monster Manual*.

Tactics: Once the shadows have been discovered they will flood out of the room, through walls to surround the heroes.

Development: If a *Goal Artifact* is in this location, it is sitting in an arrow slit, wrapped in a piece of cloth.

KEY TO THE THIRD LEVEL

The rooms on this level are mostly dining halls and functionary rooms attached to the Temple.

HCT 21: HAUNTED TEMPLE

You see the ghosts of warriors in full armor kneeling before an altar of Kiri-Jolith.

Ten spectral minion warriors of good alignment kneel here asking forgiveness for their sins. They listen to anyone of good alignment, ignore those of neutral alignment, and attack anyone of evil alignment.

They gladly follow anyone who can demonstrate that their quest is just. To this end, the Knights follow the heroes to any location on this level of the one below it. They act as party members in all respects.

HCT 22: EVIL WARRIOR MINIONS [EL 15]

This location is marked in three places on the map. The encounter only appears in the first location the heroes enter, however; the other two locations are empty rooms.

Dark spirits with black auras raise their sword menacingly as you approach.

The Situation: Twenty-three evil spectral minion warriors who served Bishop Kurnos in life move about the room. Some prepare their weapons while most regenerate their wounds. They are locked in an endless battle with the good minions warriors HCT 17: *Good Warrior Minions*. If the players enter this area the evil warriors will attack them instead.

Creatures: Spectral minion warriors (LE male civilized human spectral minion fighter 5).

☞ **Spectral minion warriors (23):** hp 38, see page 193.

Tactics: They ignore those of neutral and evil alignment but attack anyone of good alignment.

HCT 23: GRAND DINING HALL

Lush banquet is laid out in this hall. Ghostly figures eat and drink spectral food and wine.

The Situation: A group of spectral minion revelers have been eating this ghostly food for hundreds of years. If the heroes open the doors to the room the revelers will ask them to join, forcing all the players to make Will saves against the Revelers *temptation* ability.

Creatures: Revelers are spectral minions of long-dead nobles (CN male and female civilized human spectral minion aristocrat 6).

☞ **Spectral minion revelers (8):** hp 27, see page 193.

Tactics: Revelers have developed a special ability—*temptation*. This may be directed at any single target within 30 feet of the reveler and is a mind-affecting supernatural ability. The hero must make a DC 15 Will Save or by

hypnotized by the curious and mad movements of the reveler. The hero falls into a deep sleep and their body slumps to the floor. The heroes' companions will see the soul of the sleeping hero rise from his or her body and begin reveling with the spectral minions. The hero's spirit will continue to revel until either the group of revelers is defeated or 1d6 minutes have passed. For every minute the hero's spirit revels in this state, she gains one negative level cumulatively. The hero regains one level for every hour after awakening.

KEY TO THE FOURTH LEVEL

This floor was devoted to the storage of meat, potables, and other food supplies, as well as fully functioning kitchens.

HCT 24: LURKER LAIR

Piles of crates and stacks of barrels line the walls of this massive chamber. Evidently this was the main storage area of the keep with enough supplies to maintain a small army for weeks.

The Situation: This room is the lair of three bebeliths, massive spider-like demons caught within the Tower's walls by the remnants of Kurnos' evil. Two of the bebeliths are located in the west wing, while the third is laired to the east. They are located forty feet above the floor in the shadows of the ceiling and will drop down on unsuspecting victims from above.

Creatures: Bebelith demons.

☞ **Bebeliths (3):** hp 150, see *Monster Manual*.

Tactics: The bebeliths are terrible opponents, seeking to both rend the armor of any fighter characters and poison as many of the heroes as possible. If the heroes flee, the bebeliths will chase after them, and attempt to pursue them throughout the Tower. Any room that contains a good-aligned spirit (such as the lawful good spectral minion warriors on the third floor) is safe; the bebeliths will not enter such rooms.

Treasure: The supplies in this room would be extremely useful to the Solamnic army in holding their siege against the dragonarmies outside. In addition to this, you should make three checks on the Roaming Treasure table to determine what special items are found caught up in the thick webbing of the bebelith's lair.

HCT 25: OFFICER'S KITCHEN [EL 10]

A crazed ghostly figure in a tall hat and white apron suddenly lunges at you with a meat cleaver.

The Situation: This is a spectral minion cook enraged that someone in the past criticized his cooking and is no longer around to apologize for the remark.

Creatures: The cook has identical statistics to a spectral minion philosopher (LN male civilized human spectral minion expert 10).

☞ **Spectral minion philosopher:** hp 40, see page 193.

Tactics: The cook focuses his attacks on the first person to enter the room. If the heroes apologize, the cook will gruffly accept the apology and offer the heroes some stew. The stew is cold, but has been preserved and is edible although not very tasty. If the heroes refuse the stew or refuse to try the stew the cook will fly into a rage again.

HCT 26: THE REVELER'S CHASE

Screams and giggles come from down the hallway. Suddenly, spectral women in gowns run down the hall, pursued by spectral young men.

The Situation: This group of spectral minion revelers race through these halls endlessly chasing one another.

Development: If the revelers run by the heroes the heroes will be affected by the Revelers *temptation* ability.

Creatures: Revelers are spectral minions of long-dead nobles (CN male and female civilized human spectral minion aristocrat 6).

☞ **Spectral minion revelers (8):** hp 27, see page 193.

Tactics: Revelers have developed a special ability—*temptation*. This may be directed at any single target within 30 feet of the reveler and is a mind-affecting supernatural ability. The hero must make a DC 15 Will Save or be hypnotized by the curious and mad movements of the reveler. The hero falls into a deep sleep and their body slumps to the floor. The heroes' companions will see the soul of the sleeping hero rise from his or her body and begin reveling with the spectral minions. The hero's spirit will continue to revel until either the group of revelers is defeated or 1d6 minutes have passed. For every minute the hero's spirit revels in this state, she gains one negative level cumulatively. The hero regains one level for every hour after awakening.

HCT 27: BOWLING STAIRS

Stairs circle up into the darkness. Each step is made of granite framing an inlaid slab of polished marble.

A successful DC 30 Search check reveals fine copper wires encircling the entrance to the staircase. The trap is triggered if any mass kender-sized or greater moves through the opening.

If triggered, there is a time delay of five rounds before a huge ball of marble rolls out of a concealed door at the top of the stairs. The ball rolls on a ledge on the staircase walls and clears the stairs by only a few inches. The ball causes 5d10 points of damage to anyone crushed under it. It moves at a rate of 60 feet per round. Anyone on the stairs must move down the stairs at full movement rate and must succeed on a DC 5 Balance check or fall down, taking 1d6 damage. It takes a move action to get up after falling.

The ball continues down the staircase to the Second Level where it enters a special *teleport* that teleports only these marble balls back up to their holding locations at the top of the stairs. There are three balls in this holding area, enough to provide a continuous stream of balls rolling down and being

teleported back up to roll down again. If the heroes try to go up the stairs right after a ball rolls past, they will find another ball rolling toward them.

Finding the loose stone at the entrance to the staircase and pressing it will deactivate the trap (Search DC 22, Disable Device 25). There is one such stone at each level. The trap must be deactivated before proceeding either up or down.

KEY TO THE FIFTH LEVEL

This elaborately constructed level is devoted to keeping intruders away from the Treasury, which hangs on a large disk in the central shaft of the Tower. The bulk of this level's area is filled with the Eternal Halls, seemingly endless corridors designed to throw off an intruder's sense of direction.

HCT 28: HALL OF MIRRORS

Possible Goal Artifact Location

The hallway here is lined with dark mirrors, creating endless reflections of your party.

The Situation: There are three fetch bound to these mirrors. They attack the first three party members who look into the mirror.

Creatures: Fetches, creatures hailing from the Abyss.

☞ **Fetches (3):** hp 49, see *DRAGONLANCE Campaign Setting*.

Tactics: Fetches may only be seen in a mirror, and only by those they are attacking. They will try to entice more heroes to come closer by waiting until more than one player is close enough for them to attack.

Development: If one of the **Goal Artifacts** is located here, it is in the wider section of the hall near the middle, where an alcove opens across from the stairs down to the Fourth Level.

HCT 29: ETERNAL HALLS

Stretching as far as you can see is a vast room with a 10-foot-high ceiling. The ends of the room cannot be seen, only the 2-foot-diameter pillars, each standing at the corners of the 10-foot-square floor sections. The pillars are covered with ornate patterns alternating with weaving bands.

The Situation: The Eternal Halls guard the entrance to the Treasury. No locked doors stand between the thief and the great wealth of the tower, only magic. There is, however, an invisible stalker who has been trapped in here for ages.

Creatures: Move the stalker randomly starting at an entrance to HCT 29 that the heroes are not entering from. Each round roll a 1d4 and use the following results: 1 = north, 2 = east, 3 = south, 4 = west. Ignore impossible results.

☞ **Invisible stalker:** hp 52, see *Monster Manual*.

Tactics: Once the stalker contacts the heroes it stalks them through the halls until destroyed.

Development: While this appears to be a huge room, it is actually a series of physically unconnected 10-foot-square floor sections connected by teleports. Looking at the map will make this explanation clearer.

The clear unmarked squares are normal teleports, the clear squares with numbers are teleports that transfer characters to squares with the same number, and the clear squares with arrows are teleports that also reduce the characters to half size if they move in the direction of the arrow. The shaded corridors do not exist but are used to show the DM where the heroes end up when they are teleported.

First for the clear, unmarked teleports. All who pass between the pillars of these sections are teleported instantly to the next section. (Teleporting occurs when the heroes attempt to leave the section they are in.) The section to which the heroes teleport depends on the direction they were going when they passed the pillars. If the heroes walk through the south side of the teleport, for example, trace along the shaded corridor from that side to the next clear square. This is where the heroes teleport. They appear to have stepped into the next square.

Something unusual happens if there are two shaded corridors running from the old square to the new one. Then the heroes who are still in the old square see two images of the teleporting heroes. To illustrate this, picture the heroes entering the maze through HCT 29 in the north. The lead heroes are in the clear square south of the entrance. If they go to the west or the south sides to leave, they end up in the same square (follow the shaded corridors). The remaining heroes see two images of the teleporting heroes. If some of the heroes remain at the entrance, they will see the teleporting heroes moving one square away a time, while actually being teleported quite a distance away.

In addition to the standard teleports, some teleports are noted with an arrow. Not only do those teleports act as described above, but they also reduce the character (and his equipment) to half of his current size. Thus a character that passes in the direction of the arrows twice should be reduced to a quarter his normal size (as stacking *reduce person* spells). Passing through these teleports against the arrows enlarges the character to twice his current size, but no larger (as *enlarge person* spell).

Unless the heroes take the correct route to the Treasury, they may arrive to find they are only a fraction of their normal size. The treasure is there for the taking but each gold piece may seem as big as a wagon wheel!

The teleports with numbers only send heroes to a teleport with the same number. This occurs when the heroes attempt to leave a numbered square. For example, a hero leaving a teleport labeled 7 is instantly sent to the other teleport labeled 7. The teleport labeled 9 sends the hero up to teleport 9 in the maze on the Thirteenth Level.

Characters who are reduced in size are restored to their normal size once they leave the maze through any area marked 29.

HCT 30: IRON GOLEMS [EL 15]

Possible Goal Artifact Location

The room is lit by glowing globes set in the walls. They cast an eerie green light on two iron statues standing on either side of an alcove. At the back of the alcove is a carving of a kingfisher.

The Situation: This room has a possible entrance into the Treasury, but it has to be activated. The three entrances into this room are one-way only; heroes who enter will find they cannot go back, as there is only wall behind them. If the players approach the alcove a booming voice calls out: "The names of the Knights are three; give them and free the way for thee."

The names are "Sword," "Crown," and "Rose," not necessarily in that order. If given within 30 seconds then the emblem of the kingfisher glows white and the teleport in the alcove is activated, transporting anyone who enters it to location 1 in the maze (north of the Treasury). Activating the teleport lasts for five rounds. Entering the alcove when the teleport is not activated has no effect.

Creatures: Iron golems in the forms of Knights.

☞ **Iron golems (2):** hp 129, see *Monster Manual*.

Tactics: If the names are not given, then the iron golems attack for 3 rounds before returning to their positions. Then the golems wait for five rounds before the entire sequence begins again. They are unimaginative fighters; each golem relies on slam attacks at the closest opponent.

Development: If one of the Goal Artifacts is located in this room, it is in the alcove. It will be teleported as soon as the alcove becomes activated, appearing in location 1 north of the Treasury.

HCT 31: CENTRAL SHAFT [EL 10]

A huge, dark shaft drops into the distance, its perimeter covered with green vines sprouting from a smooth, yellow trunk.

The Situation: Attempting to travel up the Central Shaft from a lower level subjects the users to the same reduction magic used in the Endless Halls. For every twenty feet traveled up the shaft from the Second Level up reduces the person by half their height. So that it is impossible to ever actually reach the **HCT 32: Treasury**. This reduction magic only exists traveling up from below the Treasury platform. Attempts to teleport into the treasury only redirect the traveler outside the Endless Halls.

Creatures: Twelve assassin vines cover the entire sides of this shaft from just below the platforms leading to **HCT 32: Treasury** to the top of the Fourth Level.

☞ **Assassin vines (12):** hp 30, see *Monster Manual*.

Tactics: Anyone standing on a platform is subject to an attack from 1d4 vines. Also, any flying creatures that drop below the platform level will likewise be attacked.

HCT 32: TREASURY

Possible Goal Artifact Location

A great platform is suspended over the center of the shaft. Gleaming gold, silver, and gems are heaped upon the platform, along with an occasional helm, shield, or sword of glowing brilliance. Three archways stand in the wall about the platform, a great shaft creating a chasm between each of these and the platform of the Treasury.

The Treasury platform is hung by four huge steel wires from the ceiling of the shaft. The heroes must somehow get across the 20-foot gap to gain any treasure. Remember that this gap will seem much larger if the heroes have been reduced in size by going the wrong way through a reduction teleport in the Eternal Halls.

Treasure: The Treasury itself contains the following: 56,450 platinum pieces, 255,260 gold, 40,000 silver, 52,000 stl in gems, 23,500 stl in jewelry, five +3 *long swords*; five sets of +2 *plate armor*; three +3 *heavy maces*; and a *Book of Infinite Spells*. If the **Goal Artifact** is here, it is prominently displayed on top of the other treasures.

KEY TO THE SIXTH LEVEL

This level hosts the grand ballrooms and other rooms of state. Access to this level was typically by the staircases from the Second Level.

HCT 33: THE GRAND MARCH

Massive marble stairs cascade down from the level above. Highly polished brass railings shine in the flickering light.

Yet the wonder of the room is the processional. Spectral beings in elegant clothing march endlessly down the staircase, appearing at the top of the stairs and walking regally down.

There are twenty reveler minions here at any one time. They march down the stairs and then turn either to the left or right moving north down the hallways on either side of the stairs toward **HCT 34: The Grand Ballroom**. These minions ignore the heroes unless attacked by them.

Creatures: Revelers are spectral minions of long-dead nobles (CN male and female civilized human spectral minion aristocrat 6).

☞ **Spectral minion revelers (20):** hp 27, see page 193.

Tactics: Revelers have developed a special ability—*temptation*. This may be directed at any single target within 30 feet of the reveler and is a mind-affecting supernatural ability. The hero must make a DC 15 Will Save or by hypnotized by the curious and mad movements of the reveler. The hero falls into a deep sleep and their body slumps to the floor. The heroes' companions will see the soul of the sleeping hero rise from his or her body and begin reveling with the spectral minions. The hero's spirit will continue to revel until either the group of revelers is defeated or 1d6 minutes have

passed. For every minute the hero's spirit revels in this state, she gains one negative level cumulatively. The hero regains one level for every hour after awakening.

HCT 34: GRAND BALLROOM

Possible Goal Artifact Location

The great hall is full of hallow voices. Sweet dance music sounds as if far away. Laughter of many voices floats up from a sea of spectral beings in elegant dress. Women in full formal wear float over the floor in the arms of a well-dressed ghost. There is a madness to the scene, a reckless revelry that known no bounds!

The Situation: There are 120 spectral minion revelers here. A group of ten notices the heroes and uses their special attack form on at least one hero. The music of the ball room is equally as dangerous. Anyone that makes the saving throw versus the revelers *temptation* ability must make a second DC 14 Will save or they will be compelled to dance to the music for 1d4+1 rounds as per the *irresistible dance* spell.

Creatures: Revelers are spectral minions of long-dead nobles (CN male and female civilized human spectral minion aristocrat 6).

☞ **Spectral minion revelers (120):** hp 27, see page 193.

Tactics: Revelers have developed a special ability—*temptation*. This may be directed at any single target within 30 feet of the reveler and is a mind-affecting supernatural ability. The hero must make a DC 15 Will Save or by hypnotized by the curious and mad movements of the reveler. The hero falls into a deep sleep and their body slumps to the floor. The heroes' companions will see the soul of the sleeping hero rise from his or her body and begin reveling with the spectral minions. The hero's spirit will continue to revel until either the group of revelers is defeated or 1d6 minutes have passed. For every minute the hero's spirit revels in this state, she gains one negative level cumulatively. The hero regains one level for every hour after awakening.

Development: If the **Goal Artifact** is here, it is featured prominently on a table along one wall, between a pair of large decorative crystal bowls filled with spiced wine.

HCT 35: Dining Hall [EL 14]

Four ghostly figures float three feet over a table. They are all engaged in an animated discussion.

Creatures: The four figures are all spectral minion philosophers (LN male civilized human spectral minion expert 10). They have the same ability to relate lore and knowledge about the Tower as the philosopher described in the *Roaming Encounters* section (page 109).

☞ **Spectral minion philosophers (4):** hp 40, see page 193.

Development: These philosophers also lower themselves toward the ground as they answer questions posed to them. They start out 3 feet above the ground. If any touch the

ground, then they all will disappear. However, just after one has given his pronouncement, one of the others will totally disagree and a pointless argument will continue for 1d6 rounds with two of the minions taking one side and two taking the other.

SEVENTH LEVEL

HCT 36: Minion GRANDEE [EL 12]

An elegant ghostly figure sits on a raised dais. Before him stands his warriors. The bodies of these men are sprawled on the floors and in chairs before the speaker. The figure on the raised dais appears to be a Knight of the Rose telling a rather lengthy tale of his heroics in an ancient war.

Creatures: There are thirteen spectral minion warriors (LN male civilized human spectral minion fighter 5) here. The look on the faces of his listeners makes it appear as though they died of boredom. If the old knight (a knight haunt) is interrupted he will order the other young knights to attack.

☞ **Knight haunt:** hp 54, see page 192.

☞ **Spectral minion warriors (13):** hp 38, see page 193.

Tactics: The knight haunt stays out of the battle unless he is attacked, in which case he responds with bellowing pronouncements of “young squires” and “disgraceful conduct” as he swings his ghostly sword. The warriors split into two groups, one of 7 and one of 6, concentrating on boxing in the heroes as much as possible.

KEY TO THE EIGHTH, NINTH AND TENTH LEVELS

These levels contain additional offices, administration rooms, and halls.

HCT 37: Minion CLERIC [EL 10]

A bright figure kneels before the altar at the end of the abbey’s cathedral.

This scene only happens in the first abbey of the eighth through tenth levels that the heroes visit.

Creature: The figure was a cleric of Habbakuk and loyal servant of Lord High Clerist Yarus, and is now a spectral minion philosopher. He is the caretaker of this abbey and sees to its upkeep until Yarus returns.

☞ **Spectral minion philosopher:** hp 40, see page 193.

The *Book of Habbakuk*, an ancient work of the Age of Might, rests upon the altar of this abbey. A neutral or evil character that touches the book is targeted by a *flamestrike* spell effect (caster level 15th). The book itself is immune to all fire-based attacks, and otherwise works exactly like a *Book of Exalted Deeds*.

KEY TO THE ELEVENTH LEVEL

This floor was once open to visitors and features the Knight’s Hall, which may one day serve in its original capacity if the heroes can liberate the Tower from its fate.

HCT 38: KNIGHTS’ COURT

The hall is silent as a tomb. Ghosts of Solamnic Knights line the great hall. At the far end, opposite the main doors, three ghostly knights sit behind a great table.

Before the table, another ghostly Knight stands over the bones of a man in rusting plate. No one moves. They all stare stoically at one another.

Creatures: These are all good warrior knights; indeed, they were once living Knights of Solamnia. There are fifteen spectral minion warriors in all. The heroes will notice that the standing spectral minion is the ghost of the dead Knight on the floor.

☞ **Spectral minion warriors (15):** hp 38, see page 193.

Development: If the heroes make any disturbance in this hall, then the Lord Knight minion calls the party before the table. He informs them that a Knightly Council of Solamnia is currently hearing charges against this Knight. They await the decision of the greater Council convened now in the High Council Hall. They have been waiting for over 300 years.

HCT 39: HIGH COUNCIL HALL

A great circular chamber rises high overhead; a ghostly light streams in from crystal windows along the walls. Three entrances come into the hall from the east, south, and west. To the north, like the prow of a great ship, rises the Great Pillar of Yarus, its base a raised dais with a huge throne. There sits a single ethereal Solamnic Lord presiding over the assembly.

Such an assembly! Ghostly Knights are standing on benches, yelling at each other and hurling challenges at a furious rate.

Finally, the Lord Knight stands and all quiet down. He speaks in old Solamnic, but his words are clear, “We cast our lot! Say ye for the man!” The east side of the hall shouts “Aye!” Then says the Lord Knight, “Say ye against the man!” The west side of the hall shouts “Nay!” Says the Lord Knight, “35 aye, 35 nay; we reach again our impasse.” The tumult again breaks out in the hall.

These are spectral minion warriors of good. For the last three centuries, they have been voting on the fate of the Knight in HCT 38: Knights’ Court. Their impasse may only be broken by the vote of a Knights of Solamnia in good standing (such as one of the player heroes). If none are

WHAT THE MINION CLERIC KNOWS

WHAT ARE YOU DOING HERE?

I await for the return of the Lord High Clerist Yarus.

WHEN DO YOU EXPECT HIM?

He said his absence was planned and that he but awaits his crown to call him forth in a great time of need.

WHO IS VIRKHUS?

Virkhus was the greatest Knight of his time. Often did Yarus call Virkhus his 33rd piece.

WHY DID YARUS CALL VIRKHUS HIS 33RD PIECE?

Yarus had a great love of the game Khas, Virkhus represented his last and most important piece in that game.

DO YOU THINK YARUS OR VIRKHUS CAN HELP US?

Yarus claimed that when the 33rd piece was returned he would have Virkhus use the *Horn of Dawn* to call legends from their graves to fight in the Last Battle.

WHAT DO YOU KNOW ABOUT THE DRAGON ORB?

The orb was an object of great secrecy with Yarus. The orb never controlled dragons, it merely called them to it. The strength of the orb was in knowing where the dragons should be called. If called into a place where the dragon was helpless, then the dragon could be killed with little danger.

Other than this information the cleric can not assist the heroes any further and suggests that they hurry for the time of the Last Battle is near.

available a Solamnic noble or cleric of Paladine, Kiri-Jolith, or Habbakuk that can prove their clerical powers would also be acceptable allowing one or more of the heroes to vote.

The case is complex. The Marshal of Kurnos, a most evil man, had abducted a damsel from a noble house. The good Knight pursued the Marshal into the Northern Wastes (north of Dargaard Keep). Yet the Knight fell into great hardship and was near death when he came upon the Marshal and the abducted girl. He struck a bargain with the Marshal that they should set aside their differences for the sake of the damsel and find their way out of the desert. The Knight vowed to pursue the Marshal no more so long as the maid was returned to her family. All soon found their way into happier lands. Half of the Knights hold that the bargain made was a

dishonorable one. The other half say it was both honorable and wise. A deciding vote needs to be cast before the Knights are released from their bondage.

If the tie is broken, the Knights grant a boon to the heroes: the key to the Eternal Halls. It is this: "From the northern portal on the fifth level; left; left; two ahead; left; 5 ahead; speak 'crown', 'sword', and 'rose'; then enter the portal to the treasure trove." With this they all disappear.

HCT 40: GRIM CAT

Curled in the center of the room is a large black cat.

Creature: This is actually a grim in the form of a black cat.

☞ **Celestial Greater Grim:** hp 76, see page 191.

Development: Stalwart defenders of good, grims become ethereal during daylight hours. If discovered by the heroes, it will follow them and warn them of impending danger with its mournful call. Once daylight breaks it returns to this location.

HCT 41: PHILOSOPHER MINION

A bored looking spectral figure in robes drifts aimlessly at the end of the hall. When he sees you he advances at a rapid pace.

Creature: This spectral minion philosopher is unusual among his brethren for he realizes he is dead.

☞ **Spectral minion philosopher:** hp 40, see page 193.

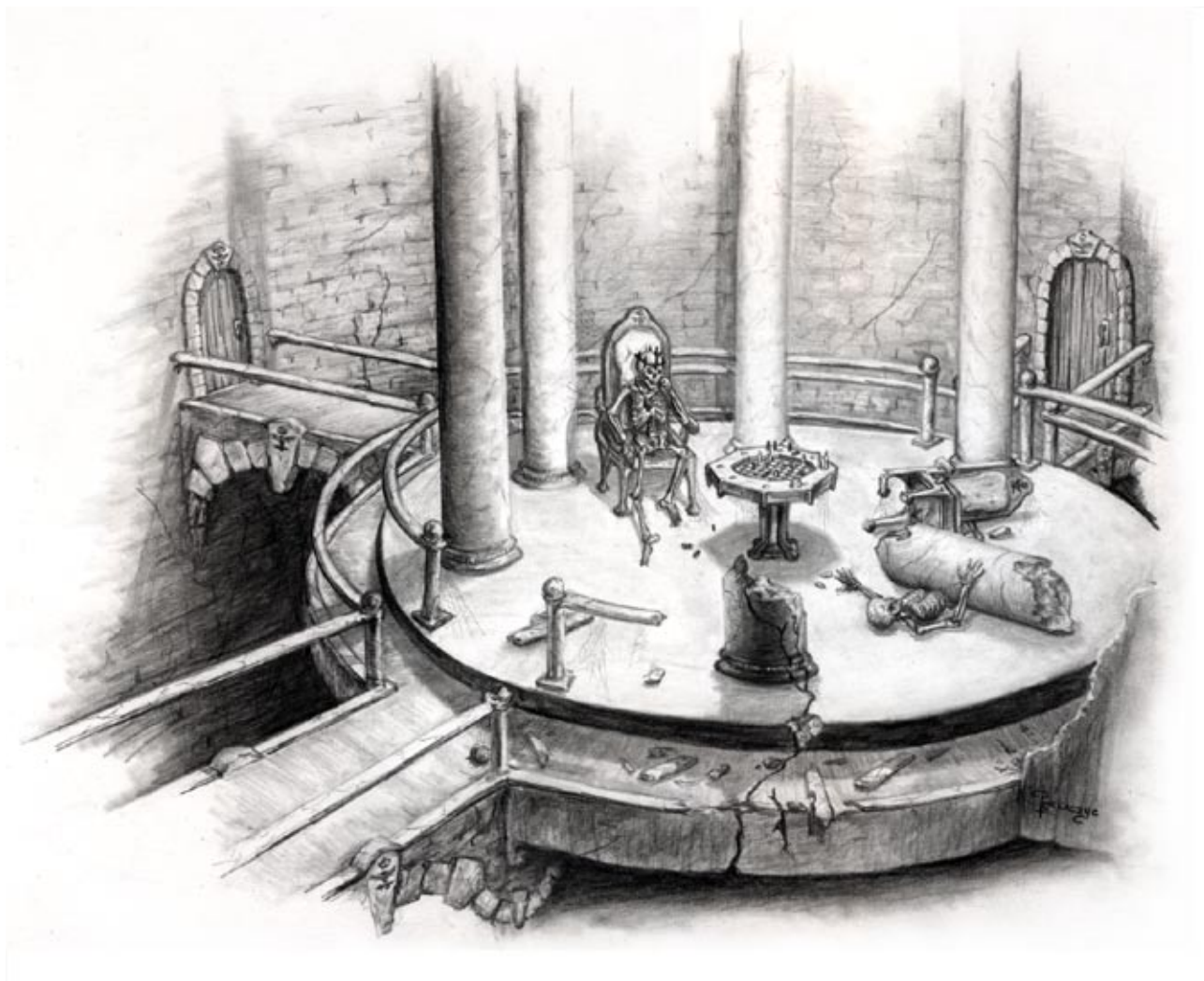
Development: There are no bodies in this room. If he is allowed to come within a few feet of the heroes the minion will inspect them and introduce himself as Dillon Orsha. He realizes that he is a spirit and has been imprisoned within the tower for hundreds of years. He is eager to hear what has happened since the Tower was sealed. Since he is not as in tune with the contents of the Tower he will not be able to lead them to any of its contents but he does know the history of the Tower and is willing to travel with the heroes as an ally and assist in any way he can to free himself from his imprisonment. If the heroes attack, he will flee.

KEY TO THE TWELFTH LEVEL

This level had additional offices and public council chambers, but it is most famous for its Khas room.

HCT 42: THE KHAS ROOM

A huge platform stands atop the Pillar of Yarus like the foredeck of some great ship. A marble railing runs around the platform between the three great spans that join the platform to the walls of the tower. Beyond the railing is a sheer drop to the floor of the High Council Hall below.



The platform thrusts into the center of the great open shaft from the north wall. Five-foot-diameter pillars rise from the platform up to the domed ceiling of stained glass overhead. One of the pillars has fallen over.

Broad steps lead up to a platform on the north side of the room. There, a throne stands before an ornate steel door.

Two high-backed chairs face each other across a large and ornate Khas board. One chair stands upright while the other was knocked over by the fallen pillar.

If anyone of evil alignment enters **HCT 42: Khas Room** the spirit of Virkhus (see **People to Meet in the High Clerist's Tower**) is summoned. Virkhus attempts to exterminate any evil that tries to come close to the bodies located at the chessboard. If Vikoka Baital is in play, he chooses to make a last stand against the heroes before they enter this area.

Closer examination reveals the skeleton of a man crushed beneath the fallen pillar. The hollow eye-sockets stare sightlessly toward the other chair, one skeletal arm and hand reaching toward it. Seated on the upright chair is a skeleton dressed in gleaming armor. The skeleton slumps in the chair,

THE CROWN OF KURNOS

The *Crown of Kurnos* is an evil artifact that functions as a *Book of Vile Darkness* (see *Dungeon Master's Guide*). Placing this *crown* on one's head is equivalent to reading the book without the time-reading requirement.

the skull's jaw fused to the hand on which it rested. There is a crown of black steel on the armored skeleton's skull. This is the skeleton of Kurnos wearing the *Crown of Kurnos*. These are the only two bodies that have decayed within the tower.

This is the scene of the last game played between the great clerics of good and evil, Yarus and Kurnos. Bringing either the *Crown of Yarus* or the 33rd Khas piece to this place has a special effect.

If the heroes have a piece of the *Crown of Yarus*, bringing it here results in a hollow voice being heard through the hall. The voice is that of Yarus pleading for the rest of his crown. Placing the crown on the skull of Yarus results in Yarus's skull floating up off the floor, followed by the bones from under and around the pillar. The fallen chair moves upright before

the Khas board as the bones form into the skeleton of Yarus. The cleric's ethereal form appears over the skeleton; the High Clerist has joined the heroes' cause (see **People to Meet in the High Clerist's Tower**).

If the heroes have the 33rd piece, placing it on the board causes the appearance of the ghostly form of Virkhus, ancient Lord Knight of Solamnia (see **People to Meet in the High Clerist's Tower**). Virkhus presents himself and his troupes to the cause of good.

If either or both of these events take place, go to the Epilogue of this chapter and run the end game battle scenario.

HCT 43: GRIM WATCH

Possible Goal Artifact Location

This room appears to have once been a luxurious private quarters. A black dog stands in the center of the room.

Creature: This is actually a grim in the form of a black dog.

☞ **Celestial Greater Grim:** hp 76, see page 191.

Development: Stalwart defenders of good, grims become ethereal during daylight hours. Unlike the grim cat in room HCT 40: Grim Cat, this grim will not accompany the heroes. If an Artifact is here then the grim is guarding it against evil, but will relinquish it to the heroes if asked.

KEY TO THE THIRTEENTH LEVEL

The maze of the Eternal Halls continues up here on the thirteenth floor. Other than the maze, this level features a room into which the shaft from HCT 11: Shaft Room rises.

HCT 44: UPPER SHAFT ROOM

Read or paraphrase the following if the heroes enter this room from the entrance on the thirteenth floor. If they come up from below via the shaft, you may need to modify the text.

In the center of this square shaped room is a circular opening that descends into darkness. A cloud of nightmarish vapors enters the room from an alcove, hissing and screaming toward you.

Creature: The shaft's upper level guardian, a dread wraith, is intent upon slaying the heroes.

☞ **Dread wraith:** hp 104, see *Monster Manual* (wraith).

Tactics: The wraith is very intelligent and wicked; it seeks to destroy any cleric, druid, or paladin first before the other heroes, for it knows it is subject to their gods-given power.

KEY TO THE FOURTEENTH LEVEL

This level is almost exclusively devoted to quarters and bedrooms, although there is an elegant hall through which the heroes may pass.

HCT 45: HALL OF HEROES

Stone statues of heroic Knights surround this hall, standing and brooding. A set of stone stairs circle the room from the south leading up to the floor above.

Any heroes of Solamnic ancestry will see statues of one or more significant ancestors in this hall. There is otherwise nothing of interest, unless an item of random treasure has been generated.

KEY TO THE FIFTEENTH LEVEL

Much of this level is open to the air.

HCT 46: HIGH LOOKOUT

The world seems much larger from this high vantage point. The plains of Solamnia to the southeast can be seen clearly from here – including the camps and formations of the Dragonarmy.

The Situation: From this vantage point, the Dragonarmy forces can be estimated within 25%. This floor is so high up above the Plains below that a fall would almost certainly spell the end of anybody unfortunate enough to suffer one.

KEY TO THE SIXTEENTH LEVEL

This is the very highest level in the Tower.

HCT 47: NEST OF THE KINGFISHER

Possible Goal Artifact Location

A black owl sits perched overhead.

Creature: A third grim, akin to the two others in the lower levels, lairs up here. It takes the form of an owl.

☞ **Celestial Greater Grim:** hp 76, see page 191.

Development: If an Artifact is here then the grim is guarding it against evil, but will relinquish it to the heroes.

SOUTH OF THE HIGH CLERIST'S TOWER

The following section describes the land south of the Tower, the Dragonarmy-occupied Plains of Solamnia. The heroes may try to sneak into the enemy camps, or come up with some scheme to infiltrate their forces; use these encounters to handle such an occurrence.

WC 18: WINGS OF HABBAKUK

Flat grasslands run south from the tremendous walls of the tower as the canyon mouth suddenly widens onto the plains. Below the flat land, the Virkhus Hills roll into the distance.

This area is called the Wings of Habbakuk because it seems to form an apron before the Tower of the High Clerist. Its low grasses provide no cover to those who approach the tower.

WC 19: VIRKHUS HILLS [EL 12]

Rolling foothills run to the horizon along the mountains. The road winds its way through the hills past scorched homes and abandoned farmhouses.

Baaz draconians are scouting in this area. A group of 15 are encountered 30 minutes after the heroes enter the area. The draconians attempt to capture the heroes and take them to Bakaris (WC 21) or kill them if capture is impossible. The baaz are cloaked as pilgrims going to the tower.

Creatures: Fifteen baaz soldiers (NE male baaz draconian fighter 2).

☞ **Baaz soldiers (15):** hp 39, see page 170.

WC 20: DRACONIAN PATROLS [EL 13]

The grasses and trees are all burned here. Only dark shapes can be seen moving in the black landscape.

Here is where the regular patrols begin. Check for an encounter in every 10 minutes; the chance is 30%. Encounters will be with an armed draconian patrol.

Creatures: A draconian patrol consists of 4 sivaks (LE male sivak), 4 bozak elite guard (LE male bozak draconian sorcerer 2), and twelve baaz soldiers (NE male baaz draconian fighter 2).

☞ **Sivaks (4):** hp 51, see *DRAGONLANCE Campaign Setting*.

☞ **Bozak elite guard (4):** hp 43, see page 191.

☞ **Baaz soldiers (12):** hp 39, see page 170.

Tactics: Patrols use their numbers to surround the heroes and deliver as many flank attacks and maneuvers to restrict the use of spells and ranged weapons as possible. One of the sivaks will flee if the heroes seem to be repelling the others with ease; another patrol will arrive within the next hour, with twice the number of bozaks and baaz.

Any captured heroes or major non-player characters will be taken to Bakaris (see *Army of the Blue Lady*). Otherwise, the draconians attempt to kill the intruders to prevent them from returning to the tower.

WC 21: ARMY OF THE BLUE LADY

Dark tents rustle on the black ravaged landscape. The rattle and crash of an army preparing for war greets your ears. Rows of tents stretch to the horizon. Thousands of draconians, kobolds, and men are readying for an attack on the tower.

Heroes stand an 80% chance of being noticed each round. If they are, they will be surrounded by draconians (baaz, kapak, and sivak) and kobolds within minutes.

Heroes who manage to get into and out of this area are able to tell the approximate strength and make-up of the draconian forces and, if they successfully spy on a unit commander or higher, when the next attack will take place and with what forces.

Captured Heroes and high-ranking non-player characters are taken to the great tent of Bakaris, assistant to the Dark Lady herself. Bakaris will desire to demonstrate his power as well as further demoralize his enemy. To this end, he will cold-bloodedly kill any high-ranking non-player characters present and strip any heroes of their armor and possessions. The heroes are bound and gagged and loaded onto horses and taken back to the main tower gates at nightfall by a unit of draconians. The heroes will be loaded onto horses with the dead bodies of the non-player characters.

Bakaris bids them farewell with "Take these back to the vaunted Knights of Solamnia. Say that we shall soon tread on the bodies of all within the walls."

THINGS THAT HAPPEN AT THE HIGH CLERIST'S TOWER

The following scenes take place on the specified dates. Some of them take place more than once; keep track of the passage of time in order to know when a scene occurs.

PILGRIMS AT THE GATES

Date: Winter Night 7th, 14th, and 28th (days 35, 42, and 56)

Scene: Robed pilgrims have come to worship at the Tower. Though similar in appearance to draconian disguises the heroes encountered in earlier travels, these are true worshipers. The Knights allow them to use the temples on Tower Level 2 but insist that they go there only during daylight hours. They camp outside the perimeter of the tower's curtain wall.

These quiet people are dedicated worshipers of Kiri-Jolith, Habbakuk, or Mishakal depending on the worshiper. They are not sociable and mind their own business. None of them are clerics; they are merely faithful, individuals who have heard the call.

These pilgrims approach the gate and hail anyone on watch. They are seeking worship of their gods in the temples of the great Tower of the High Clerist. The Knights are used to this routine and usually allow them access without much question.

BOGUS PILGRIMS

Date: Winter Night 21st (day 49)

Scene: This scene is much like the Pilgrims at the Gates scene, except that the pilgrims are infiltrated by a band of baaz draconians in pilgrim guise (NE male baaz draconian fighter 2). The baaz are attempting to gain entry to the tower, preparatory to the main force's attack.

Creatures: 12 baaz soldiers. They break away from the other pilgrims suspiciously (Sense Motive DC 10 to notice their behavior).

☞ **Baaz soldiers (12):** hp 39, see page 170.

Tactics: If exposed as draconian spies, the baaz throw aside their robes and cloaks and draw their swords to attack. Although their main goal is to learn the defenses of the Tower, the baaz have also been assigned to assassinate or kill any major leaders, Solamnic Knights, or heroes present. To this end, they may use underhanded tactics or split into two or more groups in order to distract or disorient the heroes in battle.

JUGGERNAUT

Date: Winter Night 24th (day 52)

Scene: This scene marks the first of the Dragonarmy assaults upon the High Clerist's Tower. Read the following boxed section to your players then determine the results using the Battle Resolution rules on page 127.

The sound of distant thunder rolls across the plain. Soon the lookouts on the battlement walls cry out, pointing to the south.

A cloud of dust rising from the distance obscures the normally sharp line of the horizon. The Dragonarmies are attacking the pass!

A solid wall of draconians and kobold archers crash across the plain under bow fire from the defenders. Their ranks break against the wall; their arrows cascade onto the top of the curtain wall. The battle is joined!

BATTLE OF THE CLERIST WALL

Date: Winter Deep 6th (day 62)

Scene: Ten days after the last assault, this battle represents the first major use of the blue dragons. Read the following boxed section to the players then determine the results using the Battle Resolution rules on page 127.

They have returned! Once again the armies of draconians and kobolds raise clouds of dust from their swollen ranks. Their weapons flash and glint in the distance as they close again on the tower.

Now, to the horror of the Knights, great blue dragons appear overhead! One dragon rakes the walls with its lightning breath while two other dragons, laden with nearly a dozen draconians each, start dropping them onto the outer wall! The attack is more furious than ever and fear of the dragons keeps many of the brave Knights down behind the bastions, unable to fight effectively!

THE CHALLENGE

Date: Winter Deep 9th (day 65)

Scene: This scene represents a matter of honor, something that may test the heroes' own moral position in the face of war and evil. This is an excellent scene for the Idealist, the Protector, or the Hawk to explore their archetype's themes.

A single knight approaches the gates of the tower. His black armor glistens in the pale sunlight despite the dust that coats his leggings. He stops a hundred feet in front of the gate and hails the sentry.

"Lord Knights of Solamnia! I, Vindar of Khurman seek out Harus of the Knights. He has done me injustice and I claim the right to single combat with him, as is my right by your Measure. If you be men of honor then I stand ready to fight!"

The Situation: There is one knight named Harus among the Knights. This Harus is but a young man, newly granted his spurs and barely out of his squirehood, whose father had the same name and is now dead. It should be made apparent that Harus is no match for the great **Vindar** (LE male nomad human fighter 12). Harus will be near the majority of the heroes when word reaches them of this event and requests that a PC take his place. Harus is the only child of his father whose land holdings are well behind the lines of the Dragonarmy. His mother now awaits him in Palanthus. If he should die, so should his line and his mother would never be able to reclaim her rightful lands. The Measure allows for honorable substitution in single combat.

Creature: Vindar of Khurman, a bloodthirsty villain.

☞ **Vindar of Khurman:** hp 106, see page 189.

Tactics: Assuming one of the heroes steps in, they will find that Vindar relishes combat greatly. He wields *Joghumitai*, a *sword of life stealing*, and favors Power Attack. Because he can quickly reduce an opponent's abilities through the use of his sword, Vindar is arrogant and cocky and prone to making foolish tactical mistakes; he has never lost a fight.

Development: If no one takes his place, Harus must refuse combat. The act shames the Knights and lowers their Morale Rating by -2. If a hero takes his place and fights Vindar, then the morale of the Knights goes up by +2. If the hero defeats Vindar then the morale goes up by an additional +1. No non-player Knight of Solamnia will offer to stand in Harus's stead; only a player hero may chose to do so.

NIGHTFOG

Date: Winter Deep 9th, 10th, 11th, and 12th (days 65, 66, 67, and 68)

Scene: A blinding fog comes at night. Any hero who is awake during the night sees lights high in the tower and hears a voice calling to them. There is a 75% chance that the hero will understand that the voice is saying, "The answer is within. The time is come. Make haste!" This continues for four nights or until the heroes enter the Tower of the High Clerist.

BATTLE OF THE REAPER

Date: Winter Deep 13th (day 69) or during Final Battle.

Scene: This is the final confrontation, with almost all of the Dragonarmy forces assaulting the Tower. Only Lord Soth's army remains behind, having withdrawn from the field due to reasons unknown to the heroes. Determine the results using the Battle Resolution rules on page 127, and then go to the Epilogue.

BATTLES AT THE TOWER

Since the battle of the High Clerist Tower is a great and complicated affair, running it as a series of individual combats using the standard D&D/d20 combat rules would take a very long time. Using the information in this chapter, you may either run the battles with your favorite mass combat rules system, or use the simplified battle resolution rules that follow.

Determine the Current Morale of the Knights: Find the current Morale Rating of the Knights (page 83).

Add or Subtract Modifiers: Use the Morale Modifiers Chart and add or subtract any modifiers that apply. These modifiers do not change the Moral Rating of the Knights, they are only modifiers for determining the results of the simplified combat resolution.

Determine the Results of the Battle: Roll 1d6 and add it to the modified Morale Rating as determined in step 2. Find the result on the Simplified Battle Results Chart and determine the effects of the battle.

Each sortie takes a variable amount of time, but these battles should be assumed to take up at least a

half day (morning or afternoon) or in the case of the final battle, an entire day. Return to the adventure once you have determined the results of each battle.

Morale Modifiers Chart

+1	Previous Dragonarmy Losses: Cumulative for every 10% loss.
+3	Dragon Orb Success: If the <i>dragon orb</i> is used to lure a dragon to its death, either in the Dragontrap (HCT 7: Herringbone Walls), or by some other method, then this modifier is applied. Also negates "Dragons in the Skies" modifier.
+5	Virkhus returns and his Legion joins the battle.
+5	Yarus returns and joins the battle.
-1	Previous Solamnic Losses: Cumulative for each 10% loss.
-2	Dragons in the skies.
-5	Knights of Solamnia Charge: See Events of Honor on page 83.

Simplified Battle Results Chart

MR+1d6	Results
Up to 4	The Tower falls with heavy losses: The raging hordes of the Dragonarmy break over the walls of the Tower with devastating effect. The will of the Knights is broken (-6 morale) and the Tower falls to the Dragonarmy! Solamnics take 50% unrecoverable losses and are driven from the Tower. There is a 1 in 4 chance that any non-player commander is killed in the field. Outside the Tower, the heroes encounter draconian patrols and worse every hour. Within the Tower, the situation continues as normal as the Dragonarmy has no interest in actually entering the Tower itself.
5—6	The Tower falls with losses: As above except that the losses are held to 35% unrecoverable, -4 morale.
7—8	The Tower falls to cunning: As above except the Knights retreat from the Tower with only 25% losses unrecoverable, -4 morale.
9—12	Barely hold with losses: Pressed hard from the wall in several places, the Solamnics somehow manage to hold back the terrible tide of evil. Yet they know that this was only a portion of the Dragonarmy that they fought here today. Solamnics lose 10% of their force, -2 morale.
13—14	Barely hold with minor losses: As above except that the Solamnics only lose 5% of their force, -2 morale.
15	Hold with losses: The Knights valiantly defend the wall and keep the Dragonarmy from gaining the battlements. Solamnics lose 10% of their forces unrecoverably but their morale remains the same.
16	Hold with minor losses: As 15 above except that the losses are held at 5%.
17	Hold without loss: As 15 above except that the Knights take no losses.
18	Repel with loss: The Dragonarmy forces fight fiercely yet the Knights drive them from the Tower. The Knights suffer 10% unrecoverable losses. Treat this as a minor victory, raising the Knight's morale by +1.
19—20	Repel without loss: Same as 18 above except Knights incur no loss. Knights morale increases by +1.
21	Repel and inflict minor damage: The Dragonarmy forces are surprised by the tenacity of the Knight's defense as well as their cunning. They retreat from the field with a new respect for the Knights and a desire to bring up the rest of their army for the next engagement. Dragonarmy forces take no appreciable losses and the Knight's morale is raised by +2.
22—23	Repel and inflict damage: Same as above except that 5% of the Dragonarmy forces are lost unrecoverably.

Epilogue

It is not enough for the players to solve the mystery of the High Clerist Tower or rally the Knights of Solamnia. The players must still defeat the Dragonarmy.

Five events might trigger the final confrontation of the game, although only three of them are possible during any one game. Each of these triggering events modifies the end game, which will be resolved using the battle resolution method given on page 127.

The Final Battle ends only when the Knights are driven from the tower or the Dragonarmy retreats from the battlefield (this occurs if the Dragon Highlord loses 50% or more of her forces). The simplified resolution system may need to be repeated several times before one of the two end results are reached. (This represents repeated attacks, one per day, until the battle is resolved.)

1. SANDS OF TIME

If the PCs are not able to reach a solution to the game before the end of Winter Deep, then the final battle will begin against overwhelming Dragonarmy forces.

Simplified Resolution: Go to **Battles at the Tower**, on page 127. Determine the Knights' modified Morale Rating, add 1d6 and check the result against the Simplified Battle Results Chart. Repeat this procedure until the tower falls (a result of 4-8 on the Simplified Battle Results Chart) or the Dragonarmy withdraws from the battle (suffers losses totaling 50% or more).

2. MILITARY VICTORY

If the Whitestone forces are forced into giving up the Tower of the High Clerist, then the Dragonarmies take the tower. This will happen as a result of scenes taking place against demoralized Solamnic forces. If this occurs, no further resolution is required. Go to Epilogue 2 and read the text there. The players have lost the game and the Whitestone forces have suffered a major defeat.

3. THE DRAGON ORB IS USED

In this case, the heroes have to defeat the dragons in the tower. The *Orb* also has horrible effects on draconians, forcing a madness on them that requires a rout retirement from the field of battle of all draconian forces.

Simplified Battle Resolution: Refer to **Battles at the Tower** on page 127. The Knights' base Morale Rating increases by one-half the difference between its current value and 20. Add +3 for *Orb* success. All dragons and draconians are effectively removed from the battle while the *Orb* is operating. Add +5 to represent the loss of approximately 50% of the Dragon Highlord's forces. Add any other morale modifiers that apply, then roll 1d6 and add that to get the total modified Morale Rating. Consult the Simplified Battle Results Chart. Apply the result and repeat the process until a final resolution is reached.

4. THE LEGIONS OF VIRKHUS RETURN

With the return of the 33rd piece to the board, the Legions of Virkhus, the spirits of valiant Knights risen from the catacombs of the Clerist Tower, join side by side with the Solamnic Knights to defeat the intruders.

Simplified Battle Resolution: Refer to **Battles at the Tower**, page 127. Add the morale modifier for Virkhus's appearance, along with any other modifiers that apply, to the Knights' base Morale Rating. Roll 1d6, add it to the modified Morale Rating and

check the result on the Simplified Battle Results Chart. Apply any resulting casualties or morale modifiers and repeat the process until the Knights are driven out of the tower or the Dragonarmy retreats from the battle.

5. YARUS JOINS THE BATTLE

Yarus has been summoned by the PCs' retrieval of his crown and once again can participate directly in the events of the world.

Simplified Battle Resolution: Refer to **Battles at the Tower**, page 127. Add the morale modifier for Yarus's appearance, along with any other modifiers that apply, to the Knights' base Morale Rating. Add 1d6 and check the result on the Simplified Battle Results Chart. Apply any resulting casualties and morale modifiers and repeat the process until either the Knights are driven from the tower or the Dragonarmy retreats from the battle.

The Final Battle will conclude with one of two results: either the players will defeat the Dragonarmies (go to Epilogue 1) or they will be defeated and driven from the tower (go to Epilogue 2). Read the appropriate Epilogue section to the players.

Epilogue 1: Fruits of Victory

The banners of the Solamnic Knights still fly over the Tower of the High Clerist. The first major trial of the Whitestone forces has been overcome.

Yet this was a costly victory. Many Knights have fallen in battle. The victory is theirs, bought with their lives. The first blow of the War of the Lance has been struck. The heads of the blue dragons felled here will awaken Palanthus. Her armies will soon fight beside the Solamnic Knights.

The night is not yet ended but now there is at least a hope of dawn.

Epilogue 2: Bitter Defeat

The ruined High Clerist Tower stands in the morning light. Thin plumes of smoke drift in the morning breeze and great holes now mar its once-perfect walls.

You have escaped but at great cost. The armies of the Dragon Highlords now but catch breath before rushing toward Palanthus. Seeing what they have done to the tower, you shudder to think of what they can do to Palanthus.

You must leave quickly to reach the Palanthian fleet before it falls to the Dragon Highlord. Whitestone and the Knights have failed; there is little hope left for all of Ansalon.

What Next?

Play now proceeds to **Chapter 8: Deceit**, whether the battle for the High Clerist's Tower was won or lost. Victory brings a moment of peace and a time to investigate the next stage in the war; failure brings wound and ruin, but a beacon of hope still flares in the east for those that have the courage to seek it.

CHAPTER 8: DECEIT

“And then . . . then the golden egg upon the altar began to darken. As we watched, it turned to a hideous green and then to black. Silvara began to tremble.

“The blackened egg upon the altar cracked open . . . and a larva-like creature emerged from the shell. It was loathsome and corrupt to look upon, and I retched at the sight. My only thought was to flee this horror, but Silvara realized what was happening and refused to leave. Together we watched as the larva split its slime-covered skin and from its body came the evil forms of . . . draconians.”

Dragons of Spring Dawning

By Margaret Weis and Tracy Hickman

SYNOPSIS

The heroes have bought themselves some time with the savage battle at the High Clerist Tower. Yet they realize that this only delays the inevitable conquest of Krynn by the Dark Queen. In this setting, and with this knowledge, they receive a visitor—the silver dragon Dargent, their companion in **Chapter Six**. Dargent tells the party that the key to the good dragons’ Oath lies in the evil city of Sanction, in the very heart of the Dark Queen’s empire. She wishes to recruit the heroes to undertake a quest to Sanction to free the good dragons from this oath.

THEMES

The overriding theme of this chapter is deceit; falsehood and betrayal have kept the good dragons out of the War and bound to their Oath. Dargent, as one of the few dragons brave enough to challenge this Oath, was herself disguised in **Chapter Six**, and now she returns to assist the heroes in dispelling more lies and mistruths, and to expose the evil within the heart of the Dragon Empire. The heroes must fight the urge to portray themselves in a false light, but the challenges of Sanction may make them turn to deception themselves in order to liberate the good dragon eggs.

THE SILVER MESSENGER

This chapter begins three days after the last battle at the High Clerist Tower. Two introductions are provided: one for players who won the battle at the High Clerist Tower, and another for players who lost.

If the players won the battle at the Tower, allow them to decide whether or not to return to Palanthas after the battle (the meeting with Dargent occurs wherever the heroes are). If the tower fell to the Dragonarmy, the heroes and all surviving defenders will be forced to retreat to Palanthas.

If they are in the city, establish some lodgings for the characters and inform them that they have just had time to rest from the journey, and are finally feeling fit and ready for action. Any wounds inflicted in the previous adventure have

healed; you may assume the heroes in the party with access to cure spells have been employing them liberally, or the heroes have simply had access to non-player clerics and pilgrims.

Although you can try to summarize details to move the adventure quickly onto the road to Sanction, it is recommended that you instead allow the players to role play the encounter between Dargent and the other heroes, working out the objectives between themselves.

For this chapter, Dargent continues to use the form she wore in **Chapter Six**. The exception to this is if the real individual is with the heroes, such as Porthios or Theros Ironfeld. If this is the case, she will wear another form (either Silvart, as she did in the novels, or another non-player character that the heroes encountered who later died or fell in battle) and inform the heroes when she meets them that she wears this form in their honor. Unless the heroes are opposing an evil dragon, such as Harkiel, Dargent never assumes her own dragon form. She remains in her alternate form for the duration.

GETTING STARTED

Read the first section of boxed text only to players who won the battle at the High Clerist Tower. The second section of boxed text is to be read only to players who lost that battle. Fill in the shapeshifted identity of Dargent in the text where it says [D’ARGENT].

HIGH CLERIST TOWER VICTORS

The wounds of battle heal slowly, but you are the lucky ones, alive and whole after the horrible siege of the tower. You have all spent time thinking of the brave warriors who fell at the tower, buying victory with their lives.

Back in Palanthas, the atmosphere is subdued. No celebrations greet the news of victory, for all know the respite is only temporary.

Within the city waits a bit of good news: a visitor from earlier adventuring. [D’ARGENT] has traveled far to find you—a rare friend in this war-torn world.

HIGH CLERIST TOWER LOSERS

The long retreat has been grueling, but not panicked. The Knights have fallen back to Palanthas, well aware that there is little hope of holding the city against a concerted Dragonarmy attack.

Scouts report that the Dragonarmy is not pressing the pursuit. The reason is unknown. For now, the evil forces seem content to occupy the

captured tower. No one doubts that the assault will come against Palanthis, perhaps within the next few weeks.

Within the city waits a bit of good news: a visitor from earlier adventuring. [D'ARGENT] has traveled far to find you—a rare friend in this war-torn world.

The Situation: At this point, re-introduce D'argent to the players. Use the information provided in the D'Argent sidebar on page 47 and later in this chapter to get the heroes aimed toward Sanction. This meeting can occur in any location that the heroes might be found, most likely their lodgings or a place that the group frequents. Allow the heroes to ask questions about the feasibility of the different routes.

This is the only scheduled scene of this section. Allow the players to proceed on their own from here.

PALANTHAS

Set in a narrow valley at the end of a long, fjord-like bay, Palanthis was the only deepwater port on Krynn to survive the Cataclysm unscathed. It is a center of learning and trade unmatched in the world, and was first introduced in **Chapter Seven**.

The buildings in Palanthis are tall and well built. The city is remarkably clean, with no garbage in the streets and a complete absence of rats. The city is poorly defended, since its founders placed their faith in the command of the sea approaches and the strength of the High Clerist Tower. Of course, if the tower has not fallen then the city remains fairly secure since it still has enough ships to retain control of the nearby seas.

Since the city serves only as a meeting and starting place for this adventure, it is not detailed extensively here. If you need to provide more details to your players about the city, you should reference the *War of the Lance Campaign Setting Companion*. Keep in mind Palanthis's air of antiquity and the high level of culture.

Sea traffic is still heavy in Palanthis, with several ships arriving and departing daily. These include merchant ships that ply the dangerous trade routes between Palanthis and ports in Solamnia, Ergoth, and Sancrist, as well as those attempting the even more treacherous northern passage to the eastern ports of Valkinord and Flotsam. Warships are also present, escorting merchant expeditions, or patrolling the seas against the raids of pirates and the Dragonarmy vessels that venture out of the New Sea.

The only commonly used overland route out of the city leads to the pass guarded by the High Clerist Tower. Depending on the outcome of the battle for the tower, this road may or may not be open as far as the tower. In any event, beyond the tower lies the Blue Wing of the Dragonarmy.

PEOPLE TO MEET IN PALANTHAS

The mood of the people of Palanthis is relatively calm, but they are suspicious of all outsiders. Although some residents understand the danger presented by the invading army and appreciate the sacrifice made by the warriors at the tower,

most feel that resistance is a mistake and believe that the safest path lies in seeking a peaceful settlement with the Dark Queen.

Of course, it is too late for this route now. Nonetheless, the heroes will not encounter great cooperation, generosity, or gratitude from the bulk (80%) of Palanthis's citizenry (Indifferent attitude).

In addition to the general populace, the following information should provide sufficient detail to run scenes with major non-player characters in the city.

CAPTAIN KARYZZAL

LG male civilized human mariner 3

Captain Ektor Karyzzal is a short, balding wiry old sailor who wears his many years at sea like a badge. Like many sailors operating out of Palanthis, Captain Karyzzal has enjoyed the benefits of a city that has not lost its splendor, but he is not a man to be softened by comforts. With his sailing ship the *Jolly Widow*, the captain seeks to do his part in liberating Ansalon from the growing threat of the dragonarmies. When the Dragon Emperors began forming blockades and writing up charters for privateers in the Courrain and Straits of Algoni, Captain Karyzzal was one of few ship captains to remain in business. Those individuals who oppose the highlords and their Dark Queen have a welcome ally in Captain Karyzzal, who spends his time now at the Salty Spider Inn waiting for such a party of heroes to appear. Despite his gruff personality, the captain is himself a hero at heart and will gladly give his life if it furthers the elimination of Evil. *Initial Attitude:* Friendly.

LORD AMOTHUS OF PALANTHAS

LG male civilized human noble 7

Lord Amothus is a calm man that always has the interests of the city in mind in everything he does. Because of this, many find he can sometimes seem aloof, or insensitive, preferring to dwell on bureaucratic details. His sense of correctness can also draw a wedge between him and others. Amothus is punctual, methodical, and incredibly polite in all his dealings though he allows his taste for beautiful things to shine through his work as Lord of Palanthis. Like most citizens of Palanthis, Amothus appears overly proud, vain, and superficial to outsiders, but in case of the ruler of Palanthis looks are deceiving. Now in his mid-forties, Lord Amothus is apprehensive about the future. Already the armies of the east have started the machine of war towards Solamnia. Despite this, Amothus firmly believes his fair city will be able to escape the horrors of war just as it emerged unscathed from the Cataclysm. Continuing pressure from the Knights of Solamnia for Palanthis to join the fight, have yielded no results. Lord Amothus, as always, will think this problem through and reach the most sensible option. *Initial Attitude:* Indifferent.

KEY TO PALANTHAS

Refer to the general map of Palanthis. The city is divided into five districts, each of which is briefly explained below.

P1. TEMPLE DISTRICT

An impressive array of huge marble and granite buildings extends far up the side of the western valley slope of Palanthas. As a general rule, the higher up a temple, the more grandiose its architecture and the more important its god.

Although none of these temples have fallen into disrepair—the city fathers would not allow that—many are preserved as little more than museums. A temple of Mishakal the Healer has been claimed by clerics of that benign goddess, and thrives as a focal point of goodness and health. At the top of the slope, the ancient temple of Paladine commands a view of the entire city and fjord. It has recently seen the return of a few clerics and worshipers, their numbers growing slowly but steadily.

Word of the return of the true gods is slowly spreading through Palanthas. Although the same people who scoff at the Knights still believe that the true gods abandoned Krynn, the number of believers is growing. This is due in great part to the earlier efforts of the heroes in spreading the words on the *Disks of Mishakal* (see *Dragons of Autumn*).

P2. WATERFRONT

This is the working district of Palanthas: the busiest and dirtiest section of the city. Unlike many other port cities, thievery is not a great problem here; there is plenty of work and money for everyone. The ruthlessly enforced death penalty for those caught stealing doubtless encourages the work ethic!

The waters of the Bay of Branchala wash gently at the shore, for the port is well sheltered from tempests by the windings of the fjord.

This district is crowded with inns and warehouses as well as a few shops catering mainly to seamen. Virtually every type of nautical supply is available for sale here, at the rates listed in the *Players' Handbook*. If the heroes seek a vessel to carry them to Sanction, they will find that nearly all captains refuse to enter the New Sea. After a little searching, however, they will be referred to Captain Karyzzal, of the *Jolly Widow*. This worthy seafarer frequents the Salty Spider Inn. See the **People to Meet in Palanthas** for more information about Karyzzal.

Karyzzal will agree to carry the party into the New Sea for 500 stl, but will require the heroes to purchase all of the provisions for a three-month voyage (cost is 300 stl extra).

If the heroes wish to purchase a boat on their own, they will find vessels for sale. Ship prices range from 5,000 to 10,000 stl, so they need to have a cash reserve from previous adventuring.

P3. NOBLES' HILL

Across the valley from the beautiful Temple District towers the height of Nobles' Hill. This is another region of striking marble buildings and ornate, inspiring architecture. The buildings on Nobles' Hill are all built into the slopes of the hill, above the clutter and crowd of the city below.

Lord Gunthar uth Wistan has access to a mansion on the hill that is retained for the use of the leaders of the Knights of Solamnia. Although not one of the more spectacular structures on the hill, it is quite adequate for the needs of the player characters. They may choose to lodge here, if they know Lord Gunthar.

Lord Gunthar will meet the heroes if they venture onto Nobles' Hill and will encourage them to embark on the mission urged by D'argent. He will provide the heroes with 1000 stl as funding for the quest.

P4. PLAZA

Two great buildings flank the central plaza of Palanthas. To the north lies the palace of the Lord of Palanthas. **Lord Amothus** (LG civilized human noble 7) is a foppish yet kindly gentleman who realizes that he is in deep trouble in the war with the Dragonarmy. The city's High Council keeps his powers well in check. See **People to Meet in Palanthas** for more information.

To the south sprawls the vast edifice of the Library of Astinus. Part of this library contains works of public record, available to all citizens; another, larger part of the building is sealed and guarded. It is here that Astinus, Lorekeeper of Krynn, writes his histories.

West of the plaza, rising like a tall peak to dominate the city, stands the Tower of High Sorcery. No one approaches the tower; it radiates a sense of fear (as the *fear* spell, Will DC 25 negates, caster level 20th, equivalent of a 9th level spell) if any approach within 500 feet. Any heroes who try to approach will feel a sense of physical revulsion and will not be able to get closer; those who fail their saving throws are panicked so long as they remain within the grove. This effect even affects creatures that are immune to fear, such as kender.

P5. MERCANTILE

This portion of Palanthas is home to most of her citizens, and contains most of the merchant and craftsmen shops in the city.

With the exception of nautical supplies, all of the equipment listed in the *Players' Handbook* is available in this district. Of course, the conversion from gp to stl applies to all prices on Krynn.

One building the heroes should be told of if they enter this district is a small shop labeled Wise Wyckert: Cartographer and Surveyor. If they investigate the shop, they will meet the withered old proprietor. For 50 stl, he will sell a map noting several hidden passes over the Vingaard Mountains.

INTO THE DRAGONLANDS

The heroes should realize, through conversation with D'argent, that a great secret lies concealed in the city of Sanction, in the very heart of the territory controlled by the Queen of Darkness.

If this has not been made clear through this role-playing, the Shepherd character will have the following dream:

Three mighty volcanoes spew smoke and lava over a doomed, smoldering city. Draconians and humans scuttle through the streets while huge army camps sprawl around the city's outskirts.

From somewhere within this vision of horror, a sparkle of light and goodness strives for life. But danger is all around, and aid must come quickly, or this spark will be forever snuffed.

The light glistens with metallic colors: copper, bronze, brass, silver, and gold. You must find it before it is too late.

Any seafaring person of Palanthas will recognize the description as the city of Sanction, if the Shepherd does not figure it out for himself.

This chapter covers the heroes' journey to Sanction. **To Sanction by Sea** contains a list of scenes and encounters to be used if the party travels by sea. **To Sanction by Land** contains scenes and encounters applying to an overland journey.

There are several chances for the heroes to get captured on the journey to Sanction. In each case, their captors will lock them in chains, throw them into a darkened and heavily locked hold, and sail directly to Sanction. Once the characters arrive in Sanction, go directly to the **Audience** scene on page 143.

PEOPLE TO MEET ON THE WAY TO SANCTION

The heroes stand a good chance of running into a number of people on the path to Sanction, whether by land or by sea. The following entries provide a capsule description of the more significant characters and their initial attitudes.

BOR ES-DRAGO, "MAD BORIS"

CE male minotaur mariner 4/fighter 5/minotaur marauder 5

Pirates out of Saifhum gave "Mad Boris" his name when they learned of his violent and unpredictable nature. Unlike many minotaurs, Bor Es-Drago has no interest in honor or glory, just plunder and battle. His forceful personality and great tactical skill as a sailor and sea captain quickly earned him a cadre of followers, all of them as ruthless as he. When the Dragon Emperor Ariakas heard of the merciless minotaur captain, he struck a deal with him. Bor would be given a charter in the name of the Dark Queen, with the freedom to attack and plunder any non-Emperor ships, on condition that he bring any notable individuals (such as Knights or clerics of Good) to Sanction as prisoners. Now, "Mad Boris", his minotaur crew, and their swift twin-masted brigantine the *Black Skull* have earned a deserved reputation as one of the most dangerous pirates in the Northern Courrain Ocean. *Initial Attitude:* Hostile.

NATHAN AND WARREN WINDSOUND

CG male nomadic human fighter 6/rogue 4

The Windsounds, Nathan and Warren, are twin brothers from Estwilde. They fought together, leading a band of guerrillas against the Emperors' occupation forces, until Nathan's capture several months ago. Now Warren carries on the fight as sole commander of the guerrillas, while Nathan sweats under the whip as one of Emperor Ariakas' personal chariot slaves. The Windsounds are in the mid-thirties, with long black hair tied back into tails and an impressive stature. Each of them possesses a commanding presence and an inspirational voice. They look almost identical, although Nathan is currently more haggard as a result of the harsh treatment he receives at the hands of the Emperor. *Initial Attitude:* Friendly.

NEFARIK GISTAR

CE male civilized human mariner 5/fighter 5

A ruthless and disciplined individual, the Saifumi captain Nefarik Gistar is known for running a tight ship and keeping his crew in line, traits which Ariakas sought in a nautical officer. Captain Gistar's primary assignment was to take command of the blockade in the New Sea near the city of Sanction. He was handed a half-dozen of the finest warships, with express instructions to bring in any significant prisoners and dispatch any others. He is resolute in carrying out these orders, and if encountered by a ship manned by the heroes he will personally lead the charge. He cannot be bribed or paid off, as his loyalty to Ariakas and the Queen of Darkness is absolute. However, he is not the first sea captain to be fooled by forged papers. Nefarik Gistar is a man of average height, dark skin, slightly balding, but possessed of a stern and commanding presence. When he is in his element, he is an exceptionally skilled captain and a passable fighter. He relies on his impressive stone-headed warhammer in battle, and the fanatically loyal crew that follows him into the fray. *Initial Attitude:* Unfriendly.

THINGS THAT HAPPEN ON THE WAY TO SANCTION BY SEA

The journey to Sanction by sea takes eight weeks. The scenes listed occur at the given times during that eight-week period.

THE CAPTAIN'S TALE [EL —]

This scene occurs if the heroes book passage aboard the *Jolly Widow*. Captain Karyzzal, in a thoughtful mood, lights his pipe and talks quietly to any heroes who happen to be within earshot.

"Sanction, now that's a port I haven't docked in for years! I don't even know for sure it's still there—they don't call that the City of Doom for nothing."

If the heroes show any interest in the conversation or ask questions, the captain will continue. If not, he will not reveal the rest of this information during the voyage.

"Three volcanoes, they call them the Lords of Doom, surround the place. They're slowly eating the city away. Lava runs in rivers right through Sanction and there's always smoke hanging overhead.

"Of course, it's a good port. The docks are sturdy and the water's deep. Well protected from the sea, too!

"There's certain to be a blockade, you know. From what I've seen of those Dragon Emperors, they'll be going over incoming vessels with a fine-tooth comb. What are you going to tell 'em when they try to come aboard?"

FIZBAN

This scene occurs after two weeks at sea regardless of what ship the heroes are using.

The steady rise and fall of the vessel's prow has grown familiar, no longer inspiring any trace of seasickness or discomfort. The wind is fair, and progress steady.

Suddenly, a loud thump sounds from below the prow! The ship has struck something, probably a hulk since no land is in sight. Immediately, an enraged voice calls out from below the bow, "Get this confounded thing out of my way! I've got places to go, and I can't have every wreck on the high seas thundering into me! Move, I say!"

As soon as a character investigates by looking over the side, read the following:

A ragged old man, almost hidden behind a long white beard and an immense, floppy hat, stands in the middle of a small rowboat. He shakes his fist angrily at the larger vessel.

"Get out of my way, you idiots! I've got important things to do! Move, or I'll ram you again!"

With that outburst, the old man sits at his oars and laboriously backs the rowboat several feet away from the ship. Then he sends it forward again, to thump resoundingly against the side of the ship. This time, the hull of the rowboat splits and water begins to pour in.

"Take that!" he calls, standing again. Water washes around his skinny legs as his boat rapidly sinks. "Now move, before I get really rough!"

His boat is by now completely awash and the water has risen to his waist.

This, of course, is Fizban the Fabulous, who has been described in earlier chapters, and who by now should be very familiar to the heroes.

If the heroes do not pull him aboard their vessel, Fizban goes down with his rowboat, leaving his huge hat floating on the surface. (He does not die, however.) If he is pulled aboard the ship, he will accompany the heroes for the adventure. ("I was on my way to Sanction anyway-lucky thing for you!")

Perhaps because of their tense meeting (and possible confrontation) in **Chapter Six**, Fizban and D'argent have nothing much to say to each other at this point in the adventure.

Fizban stays with the heroes until they are captured or caught in Sanction, or until they decide to set forth into the Temples of the Lords of Doom. He makes a convenient "fall-guy" if something terrible should happen, taking the hit for another hero or stumbling into a trap or hazard. Of course, the heroes will likely see him again.

MAD BORIS AND THE BLACK SKULL [EL 14]

Run this scene when the heroes have been at sea for four weeks and are out of sight of land. No shaded text is provided because the scene is shaped primarily by the heroes' reactions.

As dawn breaks one morning, whichever hero is first on deck notices a tall, black sail several miles astern of the *Jolly Widow*. It belongs to a very fast ship; even if Captain Karyzzal tries to outsail it, the other ship steadily closes in.

The Situation: The sail belongs to a pirate vessel, the *Black Skull*. She is manned by a crew of bloodthirsty minotaurs, commanded by one Mad Boris of Mithas (see **People to Meet on the Way to Sanction**). The *Black Skull* pulls alongside the heroes' vessel, regardless of evasive action. The *Black Skull* is a small, two-sailed ship that is highly maneuverable compared to the merchant ship. The pirates rely on their strength and savagery to prevail over their victims, who often outnumber them.

If the *Jolly Widow* sails away at top speed, it will take eight hours for the *Black Skull* to pull alongside the heroes' vessel. Of course, the time will be much shorter (about four hours) if the heroes reverse course to confront Mad Boris' ship.

When the *Black Skull* has drawn alongside the heroes' ship, the pirates will drop three boarding ramps to connect the two ships. Each ramp is a 4-foot-wide plank equipped with heavy spikes in the end. The spikes drive into the deck of the victims' ship, securely nailing the two ships together.

Creatures: After the ramps are dropped, fifteen minotaur mariners (LE male minotaur mariner 5) charge across to the heroes' ship, five across each ramp. Because of the narrowness of the planks, the pirates must cross single file. Five minotaurs are left behind to man the *Black Skull*. Mad Boris himself will cross to the heroes' ship, singling out their captain or leader (any individual who seems to be delivering the most orders) for a captain's duel.

☞ **Bor Es-Drago:** hp 76, see page 195.

☞ **Minotaur marines (15):** hp 36, see page 173.

Tactics: These pirates usually easily defeat the crews of the merchant ships they prey on. As a rule, they never take prisoners. However, if at least four minotaurs are slain, the others realize that they are up against some tough opposition. In this case, they attempt to capture all surviving heroes for delivery to the Dragon Emperors in Sanction.

Mad Boris seeks to prove that he is the most powerful and dangerous individual on the waves, and as he is not an honorable minotaur (unlike many of his kind) he will not hesitate to use underhanded or illegal moves, such as his dirty strike class ability.

Treasure: If the pirates are overcome by the heroes and the *Black Skull* is searched, as well as the vessel itself (which is a valuable asset) the characters find the following items: Four chests of jewelry, gems, and coins, with a total value of 22,000 stl; A charter, signed by the Dragon Emperor Ariakas, commissioning Mad Boris to scourge the seas in the name of the Queen of Darkness, and promising a large reward for any heroic prisoners returned to Ariakas in Sanction; a *ring of fire resistance* and two *rings of protection* +2; assorted battle axes and swords, all non-magical.

The heroes can take over the *Black Skull* if they wish. The ship is much faster than their own, and by showing the charter to the vessels blockading the approaches to Sanction, the heroes will be granted passage to the port. Nowhere

does the charter mention that the *Black Skull* is crewed by minotaurs, so the heroes could successfully impersonate Mad Boris and his gang of cutthroats.

DRAGON FLYOVER [EL 14]

Run this scene after the heroes have been at sea for about six weeks.

The evening sun glints off a speck in the sky to the east. Gradually, the speck moves closer, becoming recognizable as the sleek form of a soaring blue dragon. It glides lower as it nears the vessel, making a soaring pass about 30 feet overhead.

Creatures: This is an adult dragon, patrolling the waters under the orders of the Blue Dragon Emperor.

☞ **Adult blue dragon:** hp 241, see page 170.

Tactics: After its single pass, the dragon will turn and glide over the ship once again. If the heroes make no hostile moves, the monster flaps its wings and slowly gains altitude as it continues on its westward course. If the heroes attack, however, the dragon responds in kind, using breath weapon, teeth, and claws to get at the insolent humans who have offended it.

KEY TO SANCTION BY SEA

These numbered encounters correspond to the map of the journey to Sanction.

Sj 1: GATES OF PALADINE

The mouth of the Bay of Branchala narrows to a gap a few miles wide here. Beyond, the vast emptiness of the great ocean beckons.

The Gates of Paladine are towering cliffs that close in to form the bottleneck entrance. Atop each cliff is a battery of gnomish heavy catapults, designed for superior range. Five catapults make up each battery. Each catapult is capable of throwing a rock the size of a small house; a direct hit is enough to sink any vessel on Krynn. The catapults follow most of the rules for siege engines in **Chapter 3: Adventures** of the *Dungeon Master's Guide*; these are several times more powerful as standard heavy catapults, doing 12d6 damage and having a range of a mile.

There is a fatal flaw to the defenses: the range of the catapults is not quite long enough to reach the middle of the channel. There is a path about 300 yards wide, through which an enemy fleet could sail with perfect impunity, out of range of the weapons on either shore.

Of course, the gnomes have told no one of this flaw. They are busily, and unsuccessfully, working to correct it and see no need to worry the Lord of Palanthas.

Friendly vessels, such as the heroes' ship, are allowed to pass unmolested.

Sj 2: WHIRLPOOL

If the heroes travel around this point without making a wide circuit out to sea, the heavy suction of this whirlpool will attempt to draw their vessel to her doom. Even an experienced captain will not know of this phenomenon, since it is of recent origin.

The Situation: As the ship draws near, a group of porpoises surfaces, blowing and squawking noisily. They turn and head out to sea, stopping and circling back if the characters do not follow. If the heroes persist in sailing into the whirlpool, the porpoises grow more frantic, rising out of the water onto their tails and backing away from the heroes' vessel. If a *Speak with Animals* spell is cast, the porpoises communicate intelligently about the treacherous whirlpool.

If the heroes ignore all of these warnings, the ship is soon gripped in a swirling current that draws it in toward the foaming central hole. The character at the helm of the ship must now make a DC 25 Profession (sailor) check. If the check is successful, the ship can be steered away from the whirlpool at the last possible minute. If the check is unsuccessful, the vessel is drawn onto the rocks and smashed to pieces.

If their ship is destroyed, each hero must make a DC 15 Swim check in order to be cast ashore alive near Caergoth. Failure means that the hero has been pulled down with the ship. The ship sinks rapidly, still caught in the whirlpool's currents. It takes five minutes (50 rounds) to reach the bottom of the sea; it takes the heroes one minute to free themselves from the wreckage as it sinks (DC 10 Strength check), another minute to swim out of the range of the whirlpool (DC 15 Swim check), and then another minute to reach the surface. Failure to succeed at any of these checks sets back the hero a minute for each failed attempt. Keep track of the heroes' time underwater, as they can only hold their breaths for a number of rounds equal to twice their Constitution score. See **Water Dangers** in **Chapter 8: Glossary** of the *Dungeon Master's Guide* for more information about drowning.

Sj 3: SCRAG PATROL [EL 13]

This narrow bottleneck leading into the New Sea is guarded by some of the Dragon Emperors' most disgusting minions. Although not actually serving the Queen of Darkness, the scrag (marine trolls) guarding this approach have a deal with the Dragon Emperors: the scrag do not bother the ships of the dragon forces and the Emperors allow them to continue to plunder at this strategic pass.

Creatures: A group of ten scrag swims back and forth across the channel, subsisting on marine life and any hapless ships that fall to them. With them is their leader, a scrag hunter (use troll hunter statistics modified as detailed for being a scrag).

☞ **Scrag (10):** hp 63, see *Monster Manual*.

☞ **Scrag hunter:** hp 130, see *Monster Manual*.

Tactics: The scrag clutch the hull of a ship as it sails overhead. The monsters slowly work their way up the hull, five on each side, with the hunter accompanying one group. When all have reached the level of the gunwales, they climb over and attack the crew. If the heroes make a DC 20 Listen check, they will hear the scrag scaling the sides of the ship; otherwise, they will face a surprise round at the claws of the

scrag. The scrag hunter makes use of his *entangle* spell on the piles of hemp rope aboard the ship, and has already cast his *resist energy* spell (against fire) before he attacks.

Development: If four of the scrag are slain, the survivors will attempt to leap overboard.

SJ 4: EMPERORS' BLOCKADE [EL 15]

This narrow channel is well guarded by the vessels of the Dragon Emperor Ariakas's personal fleet. This encounter may be avoided if the heroes sail through this gap at night (1 in 6 chance, unless they declare an intent to wait for darkness) and make a special effort to hug the coastline. Otherwise, day or night, they are accosted by one of the Emperor's mighty warships.

These huge warships are not particularly fast, but will launch a fiery ball of oil from a catapult (treat as heavy catapult, see **Chapter 3: Adventures** in the *Dungeon Master's Guide*) as a signal that the heroes' ship should stop. If the heroes elect to run the blockade, the Emperor's ship will make a lumbering pursuit. The *Black Skull* can easily outrun the warship, if she tries to do so. If the heroes are aboard the *Jolly Widow* or their own vessel, they have a 75% chance of being able to outrun the warship; on the other 25% result, the wind is strong enough to propel the warship faster than the smaller merchant vessel.

Creatures: The crew of the warship includes 12 sivak draconians, 20 baaz soldiers (CE male baaz fighter 2), 10 minotaur mariners (LE male minotaur mariner 5), and 30 sailors (NE male civilized human expert 5). The sailors remain on board their warship; all of the monsters participate in a hostile boarding attempt. The captain of the warship, commanding any boarding party in person, is Nefarik Gistar (see **People to Meet on the Way to Sanction**).

☞ **Sivaks (12):** hp 56, see *DRAGONLANCE Campaign Setting*

☞ **Baaz soldiers (20):** hp 39, see page 170.

☞ **Minotaur marines (10):** hp 36, see page 173.

☞ **Sailors (30):** hp 22, see page 202.

☞ **Nefarik Gistar:** hp 53, see page 199.

Tactics: If the heroes attempt to outrun the warship and fail, the draconian crew makes every effort to capture the heroes when they catch up with them. They use the same tactics described for Mad Boris' *Black Skull* attack, except that five boarding ramps are lowered.

If the heroes successfully outrun the warship, a flight of 12 sivaks takes off from the warship and attacks the heroes' vessel. If the sivaks gain control of the upper deck of the ship, they will tear down the sail and allow the warship to catch up. If the sivaks are defeated, the PC ship can make it into Sanction's harbor six hours before the warship, but as soon as the warship arrives, the heroes will be the objectives of a major manhunt.

Development: Rather than flee, the heroes may elect to stop at the summons of the warship and try to talk their way through the blockade. If they carry the charter from the *Black Skull*, they will be let through. If not, they will encounter some suspicion from Nefarik Gistar.

If the heroes do not have the charter, Gistar demands to know the reason for the ship's journey to Sanction. Any reason that sounds threatening to the Emperors, should the heroes be foolish enough to use such, results in an immediate

attempt to arrest all of the heroes and the crew, and seize their vessel. If the heroes claim to be carrying a cargo to Sanction, the captain inspects the ship to make sure that the cargo is aboard. If the heroes make the claim that they are going to pick up a cargo from Sanction, Gistar only believes them if a hero can produce a written order signed by a Dragon Emperor calling for this. Gistar is not clever enough to detect a forgery.

Any other explanation for the mission must be made to sound plausible to the suspicious, humorless, and ill-tempered captain. If this cannot be done, he makes every effort to have his boarding party capture the heroes and take them to Sanction in chains.

THINGS THAT HAPPEN ON THE WAY TO SANCTION BY LAND

The journey overland from Palanthas takes about eight weeks, assuming the party sets a good pace. If the heroes are captured at any point along this journey, they will be taken to Sanction as prisoners. Their guards will be whatever type of creatures captured them, and their bonds will be hempen rope. Characters wishing to attempt an escape can make DC 22 Escape Artist checks (Use Rope checks of 12 on the part of their captors). If the check succeeds then the bonds have been slipped free and the hero can escape or free the others. If the check fails by more than 5, the captors notice the attempt and secure the hero much more tightly (DC 32). The rope has only 2 hit points, so it could be cut free by a clever ally, but simply bursting the bonds by strength alone is a DC 23 Strength check.

If the characters are brought into Sanction as prisoners, go to the **Audience** scene on page 143 soon as they arrive.

THE LOST GOATHERD

This scene occurs a few days after the heroes leave Palanthas, ideally in a barren, snowbound portion of the Vingaard Mountains.

A frail old man, his long beard bristling beneath a huge, floppy hat, walks in circles in a narrow clearing. Suddenly, he looks up and speaks, "Sorry to bother you, but have you seen my goat? It was here just a minute ago, but it seems to have wandered off. You wouldn't mind helping me look, would you? Thank you so much! Now his tracks...hmm, I know he left some tracks...."

This is the Fabulous Fizban, wizard extraordinaire. Of course, he has no goat and no tracks can be found. Regardless of the heroes' actions, Fizban follows them, muttering absently about the goat, "Perhaps it went this way. In fact, I think I hear it!"

Fizban stays with the heroes until they are captured or caught in Sanction, or until they decide to set forth into the Temples of the Lords of Doom. He makes a convenient "fall-guy" if something terrible should happen, taking the hit for another hero or stumbling into a trap or hazard. Of course, the heroes will likely see him again.

This is the only scheduled scene if the heroes travel by land. The other occurrences of their journey depend on where they go.

KEY TO SANCTION BY LAND

The encounters listed here provide basic descriptions of the many lands that the heroes might travel through on the journey to Sanction. You may use standard encounter tables for plains, hills, and mountains to spice up the journey, or simply skip over such things in order to get the heroes to their destination. Some of the keyed locations listed below include encounters, both combat-related and those of an information gathering nature.

These entries do not attempt to cover all of the details of the regions between Palanthas and Sanction, just the highlights. You should refer to the *War of the Lance Campaign Setting* for more in-depth coverage, possible adventure hooks, and statistical information.

Sj 5: VINGAARD MOUNTAINS [EL 7 OR 12+]

This range of lofty, rugged peaks is still locked in the icy cloak of winter. The high ridges of the range are heavy with snow, and avalanches are common. The only well-known pass through the range is the gap guarded by the High Clerist Tower and this is effectively sealed by the large enemy army camped on the southern approach.

If the heroes purchased the map from Wise Wyckert in Palanthas, they are able to select a secret, unguarded pass through which to cross the mountains.

As long as the characters travel through a pass, they do not suffer any damage from avalanches, although they have a 66% chance per day of witnessing one. If they attempt to blaze their own trail, however, they run a 20% chance per hour spent traveling of triggering an avalanche. If they succeed in hearing the avalanche (DC 15 Listen check), they can get out of the bury zone and avoid automatically becoming buried in the sliding snow. See **Mountain Terrain: Avalanches** in **Chapter 3: Adventures** of the *Dungeon Master's Guide* for more details.

Crossing the mountains through a pass requires four days of travel time; trailblazing across the high ridges takes six days.

If the heroes decide to travel to the High Clerist Tower and sneak past the army camped there, they encounter virtually unlimited numbers of hobgoblins, goblins, baaz, and kapaks. Smaller numbers of hill giants, ogres, bozaks, and sivaks are also present, as well as human mercenaries. The enemy camp completely blocks the valley, and guards are maintained at all times.

Sj 6: VINGAARD KEEP [EL 14]

This fortress is garrisoned by a small force of the Knights of Solamnia and is besieged by a detachment of the Blue Wing. The camps of the surrounding monsters sprawl across the plains, creating a virtually impenetrable ring around the fortress.

Creatures: If the heroes move into these camps, they encounter large groups of hobgoblin soldiers and kapak skirmishers. There is also a 25% chance that 2 blue dragon scouts are with this force.

☞ **Hobgoblin soldiers (10):** hp 39, see page 171.

☞ **Kapak skirmishers (8):** hp 29, see page 172.

☞ **Blue dragon scouts (2):** hp 189, see page 171.

Vingaard Keep is holding out (reports of it falling having been premature), although the forces of evil control the surrounding countryside and even the top of the fortress. The stone gates are so solid and specially designed to defend against attack from above that even the airborne forces of the dragons have not been able to penetrate into the interior of the castle. It is likely, however, that the Keep may fall within the next month unless the Whitestone forces are able to somehow come to their rescue.

If any of the heroes finds a way to communicate with the Solamnic Knights in the Keep, the Knights seem resigned to their fate. They urge the heroes to continue in their efforts, so that their current quest may bear fruits that help the Knights' cause.

Sj 7: THE PLAINS OF SOLAMNIA

This vast plain is one of the broadest on Ansalon and offers little cover to the traveler. The winter's snow cover has begun to melt, and brownish grass pokes through in many places. The rivers are all swollen and treacherous; the heroes have a 10% chance per mile of riverbank traveled to discover a suitable ford.

None of the formerly numerous settlers who farmed the plains remain. The occasional farms and towns have usually been razed, although in a few places groups of draconians or hobgoblins have moved into dwellings after the original owners fled or were butchered.

Sj 8: CAERGOth

This forbidding fortress rises above a sheer cliff that looms over a sheltered harbor. An outpost of the Knights of Solamnia, Caergoth has sent most of its fighting men to aid in the defense of Thelgaard.

The few soldiers left behind, as well as a large mass of peasants, are very suspicious of strangers. The regent, ruling in place of the absent lord, is **Lord Kenneth Dergonne** (LN male civilized human noble 7/fighter 2, *Initial Attitude:* Indifferent). Under the guise of maintaining order, he is quick to throw "wrongdoers" into his dungeon. It is Lord Kenneth's intent to secure a solid grip on his ill-gotten throne, so that when the rightful ruler returns, Kenneth will be strong enough to retain his position.

Characters capable of persuading Kenneth that they can help him achieve his objective might find themselves given positions of responsibility in the usurper's forces.

Sj 9: THELGAARD [EL 12+]

This is another scene of battle. The mighty bulk of Thelgaard Keep holds down the left flank of the Knights' tenuous southern line once again. The rest of the force holds a thin position across the open gap to the Mountains of Garnet.

Although the Dragon Emperors' armies outnumber the Knights and possess the aid of a few adult blue dragons, the Knights have utilized a skillful mobile defense, fighting the monsters only when the dragons are involved elsewhere. Despite the thin nature of the lines here, both sides guard the front carefully.

Creatures: Any attempts by the heroes to pass through here result in encounters both with suspicious Knights and bloodthirsty kapak draconian skirmishers (see SJ 6: Vingaard Keep).

- ☞ **Hobgoblin soldiers (10):** hp 39, see page 171.
- ☞ **Kapak skirmishers (8):** hp 29, see page 172.
- ☞ **Blue dragon scouts (2):** hp 189, see page 171.

SJ 10: SOLANTHUS [EL 12+]

This formerly mighty city-fortress has been reduced to rubble by the Emperors' armies. Once a strong outpost of the Knights of Solamnia, Solanthus is now solidly under the control of the evil forces.

No walls remain standing, nor have any of the aboveground buildings escaped damage. The subterranean network of chambers and passages survives intact, and a few resisters still live and fight underground.

The ruins are garrisoned by several hundred hobgoblins and a few dozen bozak draconians. Because of their position behind the battle lines, their attention is directed at the renegades beneath the castle, ignoring the possibility of attack from without.

SJ 11: KAYOLIN

The dwarven kingdom of Kayolin, or Garnet-Thax, seals the flank of the Solamnic defenses. Unlike most other races of dwarves on Krynn, the Kayolin dwarves have cooperated and aided their human allies in the war against dragonkind.

Unfortunately, the dwarves cannot field a very large force, so their participation is limited to an aggressive defense of their homeland. They will provide aid to any friends of the Knights who pass through their kingdom; weapons and armor, albeit masterwork, are given freely.

SJ 12: LEMISH

This is a kingdom of humans who have cast their lot with the forces of evil during the current war. The city of Lemish and the surrounding Darkwoods are places of danger to all save the minions of the Dragon Emperors. Although technically allies of the Dragonarmies, the humans of Lemish are used as little more than servants, subject to the whims of draconian masters.

The primary function of the Lemishite forces is the conquest of the dwarven kingdom of Kayolin. Every attack upon the dwarves has been repulsed with heavy losses, however. Currently, the Lemish forces have collapsed, exhausted, into a holding action. Their objective is to prevent the dwarves from breaking through the Darkwoods and threatening the flank of the main Dragonarmy advance across the Plains of Solamnia.

Heroes traveling through the Darkwoods may encounter threats of varied and assorted types; hobgoblins, goblins, kobolds, and draconians are common. The city of Lemish is currently a primary center of recreation for the Dragon Emperors' troops. The formerly pleasant town has been reduced to a filthy, brawling collection of taverns and brothels. No attempt at maintaining order is made by the draconian commanders of units that visit Lemish, so anarchy usually prevails.

SJ 13: DARGAARD MOUNTAINS [EL 11+]

A sheer spine of granite marks this range of forbidding peaks, several thousand feet high, which cuts down the center of the range. There is not a single pass or path across the entire length of the range. Crossing the range takes at least two weeks of skilled climbing, in total, and any hero with ranks in Climb or Knowledge (geography) should be able to assess how perilous such a route will be.

Creatures: The western slopes of the range, as well as the nearby plains, are home to most of Ansalon's hobgoblins. War parties of these martial humanoids are frequently encountered, each band numbering as many as twenty hobgoblin soldiers, with occasional goblin or bugbear support. The fortress in the southern reach of the range is a shabby pile of rock by most civilized standards. Nonetheless, it represents the pinnacle of architectural accomplishment to all the goblin races.

- ☞ **Hobgoblin soldiers (20):** hp 39, see page 171.

Development: Dargaard Keep, at the northern tip of the range, is steadfastly avoided by the hobgoblins. Lord Soth rules it and the surrounding region. See the **Appendix** and the *War of the Lance sourcebook* for a full description of this evil character. He has a personal entourage that includes three banshees, as well as a legion of skeletal warriors. All types of undead are common around and throughout the keep. The fortress's appearance is one of decay and death; the stench of rot and foulness is heavy in the air here. A foray into Soth's lands is not recommended by any of the non-player characters accompanying the heroes. If they insist upon it, you may use the information provided above to guide the experience. At the very least, the heroes should be shown that the overwhelming numbers of undead and evil horrors in Soth's dominion are not to be taken lightly.

SJ 14: THROT [EL 12+]

This region is an extension of the Solamnic Plain, but is inhabited almost exclusively by nomadic tribes of hobgoblins. Their crude and dirty tent communities are scattered throughout the area.

Creatures: As in the Dargaard Mountains, war parties of hobgoblin warriors are common here. Unlike their mountain-dwelling kin, however, the Throt war parties have a 1 in 6 chance of being mounted on worg wolves.

- ☞ **Hobgoblin soldiers (20):** hp 39, see page 171.
- ☞ **Worg mounts (20):** hp 30, see *Monster Manual*.

Development: The nomadic communities consist mainly of females and young since all males of fighting age have been conscripted into the Dragon Emperors' armies. The war parties, however, are made up of army troops.

SJ 15: ESTWILDE [EL 12+]

The barren, dry region of Estwilde is a high plains area interspersed with frequent mountain ranges. Inhabitants are uncommon. The few known waterholes are guarded by small groups of baaz draconian soldiers in order to control the movement of "undesirables."

The Situation: The primary group of undesirables is the band of freedom fighters led by **Warren Windsound** (CG male nomadic human fighter 6/rogue 4, see **People to Meet on the Way to Sanction**). This band is made up of 50 men and women whose homes and communities have been



overrun by the Dragonarmies. They roam the wilderness of Estwilde, attacking draconian and other evil troops whenever they get a good opportunity. They have been waging a successful guerrilla war for several months.

Creatures: Baaz draconian (CE male baaz draconian fighter 2) patrols clash with freedom fighter (NG male and female nomadic human warrior 5) bands.

☞ **Baaz soldiers (10):** hp 39, see page 170.

☞ **Freedom fighters (50):** hp 27, see page 202.

☞ **Warren Windsound:** hp 61, see page 200.

If the heroes enter Estwilde, they will encounter Windsound's band within a few days. The guerrillas will observe the heroes' progress from the moment they enter Estwilde. If Warren is convinced that the heroes are enemies of the Dragonarmy, he will offer to aid the heroes in any way he can. If Warren believes that the heroes operate in the service of the Dragon Emperors, his band will attempt to kill the heroes.

If friendly relations are established, Warren will speak privately to the heroes about his brother, Nathan, who was taken with several dozen other fighters months ago. He has heard that the prisoners are being tortured for the entertainment of Dragon Emperor Ariakas, the most evil man on Krynn.

The most valuable piece of aid that the guerrillas can provide to the heroes is the knowledge of a hidden pass that leads over the Doomrange and right into Sanction itself (emerging beside the Temple of Huerzyd). If the heroes take this pass, they will avoid all draconian patrols and guard posts in this range (see **SJ 16: The Doomrange**).

SJ 16: THE DOOMRANGE [EL 14]

Unlike the mountains farther north, the peaks of this range show no sign of snow. Instead, fiery lava bursts from gaps in many of the mountains, and a cloud of steam and ash hangs in the air. The range contains dozens of volcanoes, but the most awesome are the three Lords of Doom that surround Sanction.

Two wide, easily traversable passes cut through the mountain range, both leading directly to Sanction. Each is heavily guarded by kapak or baaz draconians. These forces are concealed in such a way as to lure unwary travelers into the clutches of the guards before the travelers even realize they have been discovered. Horns are used to summon reinforcements from all directions if an intended victim somehow gets away.

Creatures: Patrols are either kapak skirmisher bands or baaz draconian bands, each led by a sivak.

☞ **Sivak:** hp 56, see *DRAGONLANCE Campaign Setting*

☞ **Kapak skirmishers (10):** hp 29, see page 172.

☞ **Baaz soldiers (10):** hp 39, see page 170.

The only way for the heroes to penetrate this range without encountering these ambushes is to follow the secret pass know to Warren Windsound, as explained in **SJ 15: Estwilde**.

Sanction

Sanction is a nightmarish place, wedged between the three active volcanoes known as the Lords of Doom. Each volcano spews a continuous flow of lava that snakes through the city and finally comes to a sizzling end in the warm waters of Sanction Harbor.

A pall of ash and smoke constantly hangs in the air; sunshine is a thing of memory to the inhabitants of Sanction. The rivers of lava radiate waves of heat that are reflected back to the ground by the low-hanging layer of smoky clouds. Consequently, day or night, winter or summer, the temperature of the city hovers around 100 degrees.

During the day, a small amount of sunlight, filtered grayish-brown by the heavy clouds, illuminates the city with a twilight effect. At night, the city looks truly hellish as the glow from the lava is reflected from the clouds, casting the entire scene in a blood red, fiery light. Much of the city has been ruined or destroyed by the actions of the volcanoes. The rivers of lava are gradually widening, every day taking another inch of ground as they cut their blistering paths. This is truly a City of Doom.

When the heroes first come within sight of Sanction, read the following description. If they arrive by sea, this happens as their ship draws within a mile or two of the port. If they come over the mountains, they have to pass through a dense and smoky layer of cloud at the higher elevations. They only emerge from this layer when they have descended to within 500 feet of sea level.

A low-hanging pall of thick gray clouds seems to smother the mountain valley. It looks like a ceiling, supported by the walls of the three mighty volcanoes rising on the edges of the city. Fiery rivers of lava flow down the slopes of these mountains, gouging their paths through the city itself.

Crowded onto the narrow valley floor near the harbor are hundreds of buildings, some small and some immense. All of them look filthy, and many show signs of ruin and decay. In a few areas, ramshackle dwellings are crowded together so closely that it is impossible to tell where one ends and another begins.

On the higher ground to the east of the city, several huge army camps sprawl over the rocky ground. Hundreds of tents testify to the many troops bivouacked here. Above the city, three huge edifices squat, seeming to lord over the rest of Sanction. These buildings have the look of temples, with imposing columns, gaping doorways, and strategic positions that command the entire city. One temple rests on the slopes of each of the three volcanoes.

The streets of Sanction are seldom deserted, but never very crowded either. A wide mix of racial types can be found here. About half of the current occupants of the city lived here before the coming of the Dragonarmies and have attempted to survive under their new lords. These shopkeepers, sailors,



SANCTION

 **Sanction (large city):** Nonstandard; AL NE; 40,000 stl limit; Assets 30,316,000 stl; Population 15,158; Mixed (humans 60%, draconians 16%, goblins 8%, hobgoblins 5%, ogres 4%, minotaurs 3%, trolls 2%, hill giants 1%, shadowpeople 1%)

Authority Figures: **Emperor Duulket Ariakas**, LE male civilized human wizard 5/fighter 2/Knight of the Thorn 10/legendary tactician 3/dragon highlord 3 (Dragon Emperor of Ansalon, commander-in-chief of the Dark Queen's forces); **Lord Governor Baren of Sanction**, LN male civilized human noble 5/fighter 6 (reluctant figurehead)

Important Characters: **Wyrllish Parkane**, LE male civilized human cleric 10/dark pilgrim of Takhisis 5 (high priest overseeing draconian production); **Harrawell Dracart**, LE male human wizard 4/Wizard of High Sorcery 6/lore master 5 (wizard overseeing draconian production); **Harkiel the Bender**, CE old female red dragon (red dragon assigned by Takhisis to oversee draconian production); **Revered Ancient One** (shadowpeople leader); **Calanthalas**, CE female Silvanesti elf rogue 6 (Red Dragonarmy spy)

Red Watch sivaks—Ariakas's personal bodyguard and the elite forces guarding Sanction, all Red Watch members are sivak draconians fanatically loyal to Ariakas: fighter 7, fighter 6 (2), fighter 5 (3), fighter 3 (12), fighter 2 (20), fighter 1 (24).

Red Dragonarmy Reserve Company—this force is largely made up of human mercenaries and goblins, led by a veteran dragonarmy officer and former mercenary captain, **Otis Kline** (CE male civilized human fighter 9/legendary tactician 2): barbarian 4 (2), barbarian 3 (6), barbarian 2 (10), barbarian 1 (16), fighter 10, fighter 9, fighter 8, fighter 7 (2), fighter 6 (2), fighter 5 (5), fighter 4 (8), fighter 3 (14), fighter 2 (18), fighter 1 (26), Warrior 9, warrior 8 (3), warrior 7 (6), warrior 6 (12), warrior 5 (24), warrior 4 (58), warrior 3 (114), warrior 2 (378), warrior 1 (3,166).

Sanction Guard—also composed of mercenary soldiers in the pay of the Red Dragonarmy, this force is permanently stationed in the city as well as sharing tents in the southern camp. The marshal of the guard is an ambitious former pirate, **Spiro Scrimshaw** (CE male human mariner 3/fighter 3/rogue 6): warrior 8, warrior 7 (3), warrior 6 (6), warrior 5 (14), warrior 4 (30), warrior 3 (76), warrior 2 (156), warrior 1 (1,025)

and innkeepers move furtively about their business, showing obvious fear of the evil troops.

The rest of the city's occupants are the soldiers and minions of the Emperors. They walk arrogantly through the city, often drunk, and always seeking to bully those unfortunates who lived here previously.

PEOPLE TO MEET in SANCTION

Sanction is a large city, and attracts all manner of seedy, disreputable, and cutthroat characters. While in the city, the heroes are guaranteed to run into some of the most dangerous or at least troublesome people in this part of the world, and that doesn't include the Dragonarmy officers, Black Robe wizards, evil clerics, and the Emperor of Dragons himself.

Encounters between the heroes and residents of Sanction can have various outcomes. The members of the Dragonarmy are almost universally hostile and belligerent. As a rule the heroes are not suspected of being more than a group of human mercenaries in some army unit. The only avenue that might generate a little conversation with goblins and hobgoblins is an offer, and deposit of steel coins, to join one of the many gambling games common in the taverns of Sanction.

The human natives of Sanction regard the heroes with suspicion and fear. These people, who lived in Sanction before the coming of the Emperor's armies, own nearly all of the taverns, inns, and shops in the city.

SIVAKS OF THE RED WATCH

LE male sivak draconian fighter 2 (typical)

Emperor Duulket Ariakas is almost never without three or more of these highly trained and skilled sivaks. A typical Red Watch sivak is a 2nd level fighter, although Ariakas assigns these individuals to duties around the city in places where he is likely to frequent. The sivak commanders are at least fighter 3, with six sivaks occupying more important positions (three sivak fighter 5, two sivak fighter 6, and one sivak fighter 7). An encounter with the Red Watch is usually three typical Red Watch sivak fighter 2 with a fighter 3 commander. Red Watch sivaks are trained to see through disguises, respond immediately to trouble, and position themselves in between a Dragon Emperor or Highmaster of the Red Wing and any threat.

EMPEROR ARIAKAS

LE male civilized human wizard 5/fighter 2/Knight of the Thorn 10/legendary tactician 3/dragon highlord 3

Chosen by Queen Takhisis for his ruthless determination and ambition, Lord Ariakas is the brilliant military commander of the Dragonarmies at the start of the War of the Lance. He is physically powerful, tall and imposing, with long black hair and chilling black eyes. Impressed with Ariakas' brutal career, Queen Takhisis granted him powerful magicks that came directly from herself in return for his pledge of loyalty to her. Because his magic comes from Takhisis, some of those within the lord's inner circle believe him to be a dark cleric, while others hold him to be a renegade black-robed wizard. Ariakas is credited with creating the feared flying citadels that have wrecked so much havoc during the war. He is also responsible for dividing the Dragonarmies into five color wings, each under the leadership of a Dragon Emperor who reports directly to him. He developed the plans for the invasion of Sanction, Nordmaar, and other early conquests that place much of Ansalon under his booted heel. *Initial Attitude:* Unfriendly.

Note: Ariakas is an extremely dangerous villain. The heroes are not in a position to successfully battle him and win; he will inevitably survive this adventure and return in

Dragons of Spring's final chapter, where he assembles his Dragon Emperors in preparation for the arrival of the Dark Queen. Thus, the heroes should be made to understand that confronting him is best done prudently and with an eye toward getting out of his way.

WYRLISH PARKANE

LE male civilized human cleric 10/dark pilgrim of Takhisis 5

Wyrllish is a devout cleric of Takhisis. He has dedicated his life to the Queen of Darkness and has found his niche as the clerical controller of the perversion of the dragon eggs in the depths of Luerkhis. An ugly and misshapen person, Wyrllish wishes to have nothing to do with the world of men. He remains in his subterranean chamber, eating and drinking

only what he needs to survive, completely immersing himself in his work. It is he who sets the pace of the chant needed to perform the corruption of the eggs. *Initial Attitude:* Hostile.

HARRAWELL DRACART

LE male human wizard 4/Wizard of High Sorcery 6/lore master 5

Dracart performs the magical incantations required to corrupt the good dragon eggs. Together with Harkiel and Wyrllish, he goes through the daily ritual in the chamber under the Temple of Luerkhis. Dracart despises all that is good. His life is dedicated to the cause of Evil and he serves enthusiastically. Like Wyrllish, he never emerges from the underground chamber where he wreaks his foulness.



HARKIEL THE BENDER

CE old female red dragon

An extraordinarily intelligent and evil dragon, Harkiel has been appointed by the Dark Queen to preside over the foul draconian creation process. She bears a fanatical and undying hatred for all that is good, good dragons in particular. It was she who flew to the Dragon Isles and confronted the good dragons, exacting their Oath and keeping them out of the war. She tends to the corruption of the good dragon eggs with enthusiasm. If confronted with a situation in which her aims are frustrated, Harkiel is likely to go berserk. When engaging in combat, she is very likely to fight to the death; if the opponent is a good dragon (such as D'argent) she is certain to do so.

GETTING AROUND in SANCTION

If the heroes take the trouble to disguise themselves as mercenaries of the Dragonarmies, they will be able to move through Sanction unmolested. They will be bullied by the draconians, ogres, and other large monsters, but this is the same treatment that all of the human mercenaries receive. Violent resistance to this bullying will not be considered unusual in this rowdy city.

Because of the wide variety of units in the evil army, virtually any kind of standardized insignia for the heroes will allow them to pass as mercenaries. Of course, emblems displaying the crests of the Knights of Solamnia or other recognizable symbols of the forces of good will result in an immediate attack by all evil troops on the street.

If the heroes get captured at any point in Sanction, proceed to the **Audience** scene under **Things That Happen in Sanction**. If they have escaped capture (from within Sanction, not on the road) and then get recaptured, precautions against a second escape attempt will be increased. In this case, the Shadowpeople will not be able to stage the rescue that they would otherwise attempt (see **The Shadowpeople Appear**).

THINGS THAT HAPPEN in SANCTION

The following scenes are divided into two groups. The first group (labeled F) should be run while the characters remain free within Sanction and at least occasionally venture out onto the streets. The second set (labeled C) should be played out if the heroes are captured.

STREETS OF SANCTION (F) [EL 13]

This scene occurs right after the heroes arrive in Sanction, on any thoroughfare within the city. It is representative of the atmosphere in Sanction.

A party of ogres swaggers down the center of the street, rudely pushing everyone else out of the way. Suddenly, the clash of steel rings out; a group of human mercenaries faces the monsters, refusing to budge.

In seconds, chaos reigns as the ogres attack with their brutal clubs, bellowing savagely. The humans fight well, however, cutting skillfully with longswords and daggers. Quickly, four ogres drop to the ground, fatally stabbed, while

two of the mercenaries crumple with crushed skulls. Outnumbered now, the ogres turn and lumber up the street, while the humans clean their swords and go on about their business. Six bodies lie in the street, ignored by passersby.

Allow the heroes time to react, if they so choose. These ogres are all elite ogres from the *Monster Manual* (CE male ogre barbarian 4), and there are eight of them remaining. A few minutes later, once the ogres have rounded the corner, read or paraphrase the following:

The door to a dingy, unnamed tavern bursts open and six minotaurs stagger out into the street, cursing and shouting.

"A pox on all human scum!" growls the leader, belligerently eyeing everyone on the street. Sensing trouble, people quickly move away.

The Situation: The minotaurs select the heroes for their bullying, insulting the appearance and feeble fighting qualities of humans. If the heroes try to avoid the band, the minotaurs press their aggressiveness to the limit, even pushing the heroes around. Two rounds into any battle, the same ogres who were bullying the humans in the street earlier return, and join the fight. If the heroes are fortunate, the ogres will help them against the minotaurs, but there's an equal chance that they will side with the bullying bulls (50% chance of aiding, 50% chance of opposing).

Creatures: Six drunken minotaur war chiefs, and eight ogre barbarians. The minotaurs suffer a -2 penalty to all to attacks rolls (they are very drunk). Other than the ogres, nobody else attempts to intervene.

☞ **Minotaur war chiefs (6):** hp 65, see page 173.

☞ **Elite ogres (8):** hp 79, see *Monster Manual*.

Tactics: Any female heroes are selected as "companions" by the minotaurs, who attempt to grapple them and pull them clear of the battle. Male heroes are targeted with gore and axe attacks. The ogres, always ready for a fight, enter rage and wildly attack whoever they have decided to oppose.

Development: If the ogres aided the heroes instead of oppose them, they clap them on the back and say something to the effect of "you small folk aren't so bad after all." They suggest to the heroes that they go to the southern army camp, not the northern one ("where the big guys are") or the eastern one ("where those lizards are.")

EMPEROR OF DARKNESS (F) [EL 20 OR 15]

This scene occurs on the second day the heroes are in Sanction.

A commotion up the street seems to be drawing a large crowd. Apparently, some kind of procession is moving down the avenue, the mob parting quickly before it.

A column of huge sivak draconians, clad in blood red uniforms that allow their large wings to spread easily behind them, marches

in disciplined file down the center of the street. Immediately following the draconians rolls an ornate chariot. As the red-robed troops pass, the unfortunate beasts of burden pulling the chariot move into view: several dozen filthy and pathetic men. Scars made by cruel whip-strokes mark the back of each.

The red-armored rider in the chariot stands with a bearing both arrogant and cruel, as if the rest of the world is his plaything. The grotesque mask of a Dragon Emperor exaggerates his intimidating presence.

“Hail the Emperor Ariakas!” rasps the lead draconian, and the crowd mutters the name, half in awe and half in terror.

Creatures: The procession includes ten typical sivak draconians of the Red Watch (LE sivak fighter 2), 30 slaves (NG male and female nomadic human warrior 5), the Emperor Ariakas, and another file of ten Red Watch sivaks. The slaves have all been captured from Warren Windsound’s band of freedom fighters, and Warren’s brother Nathan is among them.

☞ **Red Watch sivaks (20):** hp 79, see page 202.

☞ **Freedom fighters (30):** hp 27, see page 202.

☞ **Ariakas:** hp 170, see page 194.

Development: Obviously, the heroes are outmatched here, but if they follow the procession for long enough, the slaves will carry Ariakas all the way back to the Temple of Luerkhis. From there, half of the sivaks take them back to their cells under the Temple of Duerghast, which is also where the heroes will be taken if they are caught. If rescued, Nathan insists that his freedom fighters depart into the city, in order to foster an insurgency, while he stays with the heroes. Reduced to only half of his standard hit points and weak from starvation and torture (he is considered fatigued) Nathan is dedicated to overthrowing the Dragon Emperor and all of his Emperors.

THE ARMY MARCHES (F)

This scene occurs when the heroes have spent a week in Sanction. Instead of one incident, this consists of a series of occurrences throughout an entire day.

In the morning, the streets are unusually deserted as the soldiers of Ariakas’s army gather in their camps. A great deal of activity is visible as tents are struck and units formed up. For the entire afternoon, columns of troops march from the camps through the center of Sanction and up the mountains toward the north pass. All types of draconians, ogres, trolls, hill giants, goblins, hobgoblins, and humans make up the units. The entire affair is very well organized, the camps emptying from south to north with no bunching up or confusion as the columns fall into line. Each commander seems to know his unit’s place. Nor is there a gap in the line; the town of Sanction is effectively cut in half for six hours, unless the heroes wish to try to break through a column of enemy troops. The troops are on their way to reinforce the armies on the plains of Solamn. Sanction is much emptier

after they depart; half of the city’s armed population has departed, so any encounters with Dragonarmy forces will be half as large.

AUDIENCE (C) [EL 14]

If the heroes are captured outside the city, their captors take them immediately to the Temple of Luerkhis. If they are taken prisoner inside the city, they are held by whatever group captures them until a patrol of bozak and sivak draconians arrives to take custody of them. Their hands are securely bound with manacles before being taken to the temple.

Creatures: Three bozak elite guard (LE male bozak draconian sorcerer 2) and ten Red Watch sivak draconians (LE male sivak draconian fighter 2).

☞ **Bozak elite guard (3):** hp 43, see page 191.

☞ **Red Watch sivaks (10):** hp 79, see page 202.

The procession is marched across any necessary bridges, the heroes potentially taking damage from the heat (see SC 7: **Lava Streams and Bridges**). Immediately before the great iron doors to the Temple of Luerkhis, the heroes’ manacles are doubled-checked by the guards. Then the prisoners are taken inside.

The huge black doors swing ponderously open. Beyond awaits a vast audience chamber, lit in the hellish glow from a series of blood red, glowing columns. At the far end of the hall, flanked by dozens of ogre guards, is a huge man dressed in the sinister mask of a Dragon Emperor. He sits upon an immense throne.

“Bring the prisoners to me!” His command rings powerfully through the hall, echoing like the tolling of a funeral bell.

The Situation: This is the Dragon Emperor Duulket Ariakas, ruler of all the Dragonarmies and second in command to the Queen of Darkness herself. See **People to Meet in Sanction** for a description of this fiendish and powerful character.

Creatures: Ariakas’ Red Watch sivaks (LE male sivak draconian fighter 3) are in ogre form (6 of them). Six other standard ogres accompany them.

☞ **Ariakas:** hp 170, see page 194.

☞ **Elite Red Watch sivaks (6):** hp 87, see page 201.

☞ **Ogres (6):** hp 29, see *Monster Manual*.

Ariakas immediately suspects the heroes of treachery and spying, at the very least. The group is questioned about a variety of topics: the plans of the Knights, the whereabouts of the elves, why the heroes are in Sanction, etc. Create some questions appropriate to your particular adventure, if possible. If any of the heroes show signs of cooperating, Ariakas has them removed to a comfortable interview chamber (TL 2: **Interview Rooms** on the map of the Temple of Luerkhis). Here they are questioned in a friendly, conversational fashion by the Emperor.

Regardless of the outcome of these interviews, all the prisoners are turned over to the elite draconian guards of the Red Watch. Proceed to **Transport to the Prison**.

TRANSPORT TO THE PRISON (C)

The draconians of the Red Watch replace the rope bonds of the characters with chains, unless they are already chained. Then, they chain the entire group together in a long line.

Creatures: One sivak (LE male sivak draconian fighter 3) for every two heroes escorts the party from the Temple of Luerkhisis to the Temple of Duerghast. The other monsters in the city give the procession a wide berth, for the uniform of the Red Watch is universally feared in the evil forces.

☞ **Elite Red Watch sivak (varies):** hp 87, see page 201.

Development: The heroes have a chance to escape here, if they are bold (and lucky). A character may attempt to break free of his manacles (DC 22 Strength check) or slip out of them (DC 30 Escape Artist). The chains linking the manacles together may also be broken (DC 18 Strength check). Both the chains and the manacles are hardness 10; the manacles have 10 hp, the chain 5 hp. The chains serve as moderately effective weapons (treat as improvised weapons, 1d6 damage). Heroes that are still chained can participate in the fight, with a -4 penalty to all to attack rolls.

The sivaks of the Red Watch fight to the death. No other troops will come to their aid, however, as the elite sivaks are universally hated among the Dragonarmies. If the heroes succeed in this escape, a manhunt will be initiated within 1d6 hours.

If the characters do not escape during this march, they are taken into the imposing black edifice known as the Temple of Duerghast. Proceed to **Dungeons of Duerghast**.

DUNGEONS OF DUERGHAST (C)

This scene occurs if the heroes reach the Temple of Duerghast as prisoners of the evil forces. They are taken to the lower level of the temple, where the party is split into two groups and locked in two of the cells labeled **TD 19: Maximum Security Cells**. The draconians are unaware of the secret doors in these cells.

If the heroes do not escape within the first 12 hours of their captivity (via the secret door), the sivaks of the Red Watch begin their brutal program of torture. One at a time, the heroes are taken to **TD 17: Torture Chamber**. There they are subjected to all manner of horrible treatment.

Do not provide the heroes with details of this portion of the adventure. Instead, inform them that one of their number (choose randomly) has been removed. For eight hours, the other heroes hear creaking, crackling, and snapping noises, mixed with assorted screams and cries. Tell the unfortunate character that the experience is horrible beyond words and that the shock of the torture wipes out all memory of what actually happened. If a hero claims that he will not scream and beg for mercy, allow a DC 20 Constitution check to see if the hero can remain silent. Some feats will provide a bonus to this check: Endurance adds +2, Iron Will adds +2, and Stubborn adds +1. You may apply other bonuses or penalties as appropriate.

The character is eventually returned to the cell. Although no wounds are visible, the hero has only 2d6 hit points remaining and is fatigued. The torture has an additional temporary effect on the character for the remainder of their time in Sanction: he must make a DC 25 Will save whenever

he faces sivaks of the Red Watch or be shaken. If the save fails by 5 or more, the hero is frightened. A natural 1 on the saving throw causes the hero to become panicked.

After half of the characters have been tortured, proceed to **The Shadowpeople Appear**.

THE SHADOWPEOPLE APPEAR (C) [EL 14]

This scene occurs in the middle of the night, when the Red Watch guard activity is at a minimum.

A soft scrape sounds from the back of your cell. A dull, flickering light suddenly spills into the chamber from a hole that has miraculously appeared in the wall. Cloaked in a huge robe, a tall figure can be seen in a narrow doorway that has opened in the solid wall. The figure beckons for you to follow it.

The Situation: The shadowpeople have arrived to liberate the heroes. The figure in the door remains for one round. If the heroes do not follow, it closes the door and leaves. If attacked, it turns and flees, leaving the door open behind it.

Creatures: A group of shadow warriors (NG male shadowperson fighter 7). *Initial Attitude:* Friendly.

☞ **Shadow warriors (6):** hp 75, see page 203.

If the heroes follow peacefully, several others, each carrying a dully-glowing torch, join the first figure. They lead the heroes through the underground passages shown on the Shadowpeople Tunnels map to the Shadowhall in the Temple of Huerzyd, described in **TH 14: The Shadowhall**. If the heroes attack the shadowpeople, they defend themselves but retreat as quickly as possible. The heroes will be given one last chance at a later point (as determined by you as DM) but this time they will be much more wary; the heroes are being approached as allies, not as foes.

KEY TO SANCTION

The following encounter areas are keyed to the Sanction map.

SC 1: DOCKS

The waterfront region of Sanction is as filthy a port as can be found on Krynn. All sorts of vile characters can be found here, and the inns and streets are the settings for countless bloody fights every day.

The smell of rot is oppressive, and the humidity raised by the steamy entrance of the lava into the harbor makes it a very uncomfortable place.

SC 2: CENTRAL SLUM

These areas of small, close-packed buildings are teeming with thieves and the drunken troops of the Emperor's army. Although the inns in this area are small, they tend to be very crowded. The ramshackle buildings are rude and temporary looking. The entire slum area is crisscrossed with a maze of winding alleys and twisting walkways; no streets cut through the slums.

If the heroes attempt to move through a slum district, they stand a very good chance of getting lost. Have the players nominate one of the heroes to be the primary guide; this should be the hero with the most ranks in Gather



Information. A DC 22 Gather Information check will enable the heroes to get through the slums in only an hour. Failure means they spend 1d4+1 hours chasing down back alleys, twisting streets, and dead ends. Other heroes may aid the primary guide, adding +2 to his or her check with a DC 10 Gather Information check. However, each additional assistant adds 10 minutes to the time it takes to get through the slums, whether the guide succeeds or fails.

SC 3: NORTHERN SLUM

This area is as dense as the central slum, but does not contain as many inns and brothels. Consequently, it is much less likely to be visited by the minions of the Emperor's army. Heroes traveling through this area see many more signs of actual poverty than in the other slums, as there are many hungry children and unfortunate residents. This district is quite a bit quieter than any other section of Sanction. Stores and merchants in the slum sell items at 120% of the listed prices in the *Player's Handbook*.

As in the central slum, Gather Information checks will enable the heroes to move through this section of the city without being slowed down.

SC 4: SOUTHERN ARMY CAMP

This camp is home to the goblin, hobgoblin, and human troops of the Emperor's army. Rising onto the slopes of the southern volcano, the camp is in a hot and uncomfortable location. Like the other troops, these forces represent reserve units that have not yet been committed to the war. After the **Army Marches** scene, the camp is struck and the area deserted.

Until the troops move out, this camp is a filthy and raucous place. Gambling and fighting is common among the bored troops. Commanders seldom show up here, preferring the decadent comfort of their establishments in the city.

Each tent is home to a dozen troops of one of the three races. There is only a 25% chance at any given time that any of the troops are within the tent. If the tent is occupied, a mob is present.

Creatures: None of these soldiers are likely to present much trouble for the heroes individually. Together, however, a mob of goblin skirmishers, hobgoblin soldiers, or human mercenaries could overwhelm them.

☞ **Goblin skirmisher mob:** hp 135, see page 202.

☞ **Hobgoblin soldier mob:** hp 195, see page 202.

☞ **Human mercenary mob:** hp 135, see page 202.

Treasure: The tents contain the secondary weapons and clothing of the troops, but very little else. Individuals go armed through Sanction, and no soldier trusts his fellows enough to leave valuables in the tent.

SC 5: EASTERN ARMY CAMP

This camp, smaller than the others, is home to the formidable heavy units of the Emperor's reserve army. Ogres, minotaurs, trolls, and hill giants make up the troops living here.

Each tent in this camp houses one kind of heavy infantry. There is only a 20% chance that any tent is occupied (1d6 creatures present if occupied). In atmosphere and culture, this is very similar to the southern army camp.

Creatures: Minotaur war chiefs (LE male minotaur fighter 8), elite ogres (CE male ogre barbarian 4), troll hunters (CE male troll ranger 6), and hill giants are potential encounters.

☞ **Minotaur war chief:** hp 65, see page 173.

- ☞ **Hill giant:** hp 102, see *Monster Manual*.
- ☞ **Elite ogre:** hp 79, see *Monster Manual*.
- ☞ **Troll hunter:** hp 130, see *Monster Manual*.

SC 6: NORTHERN ARMY CAMP

This camp holds the draconian troops of the reserve army. Baaz, kapak, bozak, and sivak draconians live here.

The camp is noticeably cleaner and quieter than the other two. Non-draconians are regarded hostilely by cold, reptilian eyes. They are ignored if they seek information.

Creatures: The tents in this camp are each occupied 50% of the time. The inhabitants of any given tent may be determined at random: kapak skirmisher (6), baaz soldier (8), elite bozak guard (4), or sivak (4).

- ☞ **Bozak elite guard (4):** hp 43, see page 191.
- ☞ **Kapak skirmishers (6):** hp 29, see page 172.
- ☞ **Baaz soldiers (8):** hp 39, see page 170.
- ☞ **Sivak (4):** hp 51, see *DRAGONLANCE Campaign Setting*.

SC 7: LAVA STREAMS AND BRIDGES

The rivers of molten rock streaming through the City of Doom are actually moving quite slowly. They are, nonetheless, extremely hot and mean near-certain death for any non-fire resistant creature unfortunate enough to fall into one.

The lava flows along at a rate of about 1 foot per turn. The rock rivers are covered with a semi-hard crust of superheated rock, that breaks if anything heavier than a hundred pounds steps on it. The crust is a brownish gray, although at night a faint reddish tinge can be seen in it. Between the plates of crusted rock, brightly glowing crimson lava is visible. Any character touching the surface of the lava takes 2d6 points of fire damage per round. This damage continues for 1d3 rounds at a reduced rate of 1d6 points after contact is broken. A character falling into or becoming immersed in the lava takes 20d6 points of fire damage each round, and 10d6 points per round for 1d3 rounds afterward.

Even standing next to the lava is dangerous. Each minute a character remains at the edge of a lava river or lake they must make a DC 15 Fortitude save (+1 for every previous check) or take 1d6 points of damage from the extremely hot air. Even a successful save deals 1d6 points of nonlethal damage.

At several places, shown on the map of Sanction, solid stone bridges cross the lava rivers. These bridges partially protect crossers from some of the heat, but characters walking the bridge must still make a DC 15 Fortitude save to avoid taking 1d6 points of nonlethal damage from the heat.

SC 8: THE LORDS OF DOOM

Each of these volcanoes rises through steep and rocky slopes to a towering summit. The summits are hollow craters that contain pits of bubbling lava. The same risks inherent in standing next to the lava rivers (SC 7) apply to characters at the summit of any of these mountains.

Each peak is 4,000 feet above sea level. The mountains have been compressed in scale on the map of Sanction in order to fit the summit of each peak on a map of the city. The ridges extending out from the summits are extremely steep, but they can be climbed with only a DC 5 Climb check. Any ascent up the slopes between the ridges requires one character to lead the way (usually the one with the most ranks in

Climb) and make a successful DC 10 Climb check every 200 feet. Failure means a fall of 50 feet, for 5d6 damage. If the lead climber trails a rope, other characters can climb up after him with only a DC 5 Climb check.

Up on the northeastern peak is a secret tunnel entrance to the Temple of Luerkhis. Each hero is entitled to one DC 25 Spot check while in the city of Sanction, assuming they are looking at Mont Thunderhorn. A success means that the hero noticed the crudely disguised tunnel mouth 500 feet up the slope of the mountain.

SC 9: THE TEMPLE OF HUEZYD

This temple is the smallest of the three and shows few outward signs of activity. The clerics and troops of the Emperor's forces usually ignore this temple. They feel an uncomfortable sense of danger here.

Actually, Huerzyd is the center of the Shadowpeople's culture in Sanction. From here they can reach any other part of the city through their network of tunnels, shown on the **Tunnels of the Shadowpeople** map.

Huerzyd is described in more detail in its own section on page 147.

SC 10: TEMPLE OF DUERGHAST

This forbidding edifice is a tall, black structure that looks like it was designed as a fortress. High walls surround it and two solid iron gates seal the only two entrances (except for the tunnel of the Shadowpeople).

Duerghast is used by Ariakas as a prison and torture chamber. He comes here occasionally to be entertained by the suffering of some unfortunate captive.

Duerghast is described in more detail in its own section on page 150.

SC 11: TEMPLE OF LUERKHISIS

Luerkhis is the center of the Queen of Darkness's power on Krynn. It contains the throne of Ariakas, her most powerful servant, as well as the good dragons' eggs, the objects of the heroes' quest.

Creatures: The outside of the temple is well guarded by sivak draconians of the Red Watch. Trespassers have to fight two bands of the Red Watch, numbering 6 sivaks each, before they reach the temple itself. Of course potent magical protection such as *invisibility* or the successful use of stealth skills such as Hide and Move Silently might avoid these encounters.

- ☞ **Red Watch sivaks (12):** hp 79, see page 202.

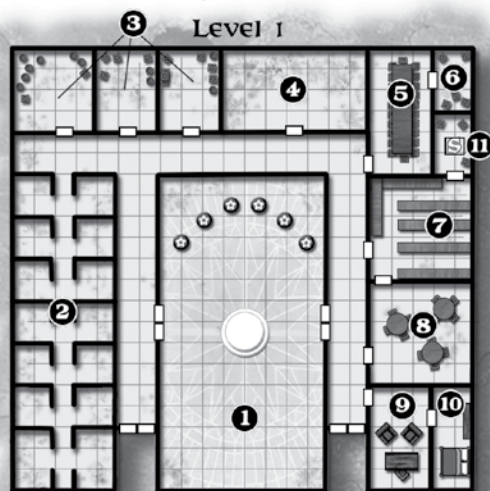
Luerkhis is described in more detail in its own section on page 154. The mission of the heroes should eventually bring them to this evil place.

THE LORDS OF DOOM

This section describes encounter areas in the temples of Huerzyd, Duerghast, and Luerkhis. The story develops from the heroes' exploration of the temples, so no scenes are specific to these areas, although some of the earlier scenes in **Things that Happen in Sanction** occur in these temples.

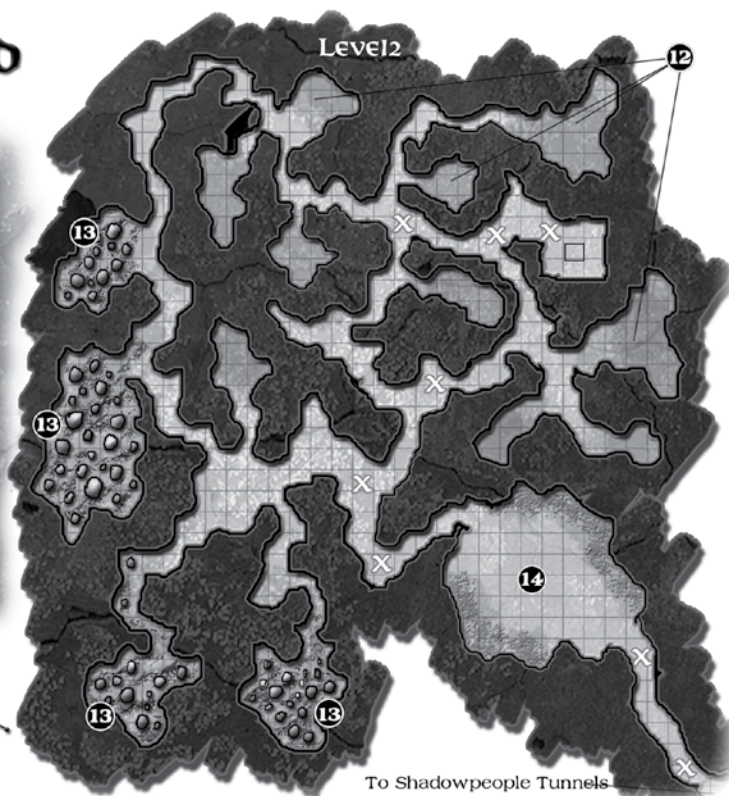
Temple of Huerzyd

1 square = 5 ft.



- | | |
|------------------|---------------------------|
| 1. Altar Room | 8. Study Hall |
| 2. Private Cells | 9. High Cleric's Office |
| 3. Storage Rooms | 10. High Cleric's Chamber |
| 4. Common Room | 11. Library Storage |
| 5. Dining Hall | 12. Clan Caverns |
| 6. Pantry | 13. Mushroom Farm |
| 7. Library | 14. Shadow Hall |

SCM



After the characters have reached the Altar of Corruption in Luerkhis, a chain of circumstances will propel the characters toward the epilogue. This chain is detailed in *Passage From Darkness*.

THE TEMPLE OF HUEZYD

This is the oldest of the temples in Sanction, originally built before the Cataclysm in honor of the true gods. It is the only temple that has not been perverted to evil purposes. The structure looks plain and unassuming from the outside, unlike its two counterparts. Its white stone walls somehow maintain a degree of cleanliness in the smoky city.

Huerzyd is the bastion of the shadowpeople in Sanction. Although they rarely venture into the city above ground, they maintain a thriving community on the lower levels of the temple. Subterranean passages connect the temple to most other locations in Sanction.

Ariakas has stationed a group of draconians outside the temple to prevent anyone from entering until he finds the time to explore it personally. Two guards stand at each of the double doors entering the temple. There are no other windows or entryways into the temple. There is a skylight in the ceiling above the main temple made of normal glass, but it does not open (though it can be broken without much effort.) If anyone tries to enter the temple without the proper paperwork the guards will attack. One of the draconian guards will be carrying the key to open the temple doors.

Creatures: Six elite Red Watch sivaks (LE male sivak draconian fighter 2)

☞ Red Watch sivaks (6): hp 79, see page 202..

Tactics: Since the doors are locked the guards are free to move away from the doors and help one another. If they are outnumbered and at least two of the guards have been killed, the others will withdraw. Reinforcements will arrive in five minutes.

Locked Stone Doors: 4 in. thick; Hardness 8; hp 60; Break DC 28, Open Locks DC 30.

LEVEL ONE

The upper level of the temple has been abandoned for many years and is not utilized by the shadowpeople that live beneath it. Consequently, a number of scavenging creatures have moved in.

TH 1: ALTAR ROOM

This immense chamber is dedicated to the pantheon of the good gods of Krynn. Six granite statues are arranged at the far end of the great hall. Only Solinari, the god of magic, is not represented. Paladine occupies a central position; immediately to his side sits the likeness of Mishakal. At the center of the chamber is a raised dais carved of pure white marble. Sunlight from a skylight above the dais illuminates the room in a soft glow.

The Situation: This room still carries the power of the gods despite the evil that surrounds it outside. Any cleric, paladin, ranger, or druid of one of the Gods of Light who prays to their god while standing upon the dais grants all allies within the room the benefit of a bless spell for the next hour at their caster level.

TH 2: PRIVATE CELLS

Small empty cells line a long dark corridor.

The Situation: These small door-less cells were once used by the temple monks and clerics for mediation and rest. Each contains some trash and rubble, but nothing of value.

Creature: An elder black pudding has attached itself to the ceiling of the hallway thirty feet above. It has stretched itself flat and lies in wait in the shadows. As soon as somebody has moved down the hall, the pudding drops into the hallway, blocking them from the rest of the party.

☞ **Elder black pudding:** hp 290, see *Monster Manual*.

Tactics: The elder black pudding is large enough that it should be able to trap a Medium or smaller creature against the walls of one of the cells. If a hero attempts to fly over the ooze, the elder black pudding still has a reach of 20 feet and can reach the ceiling 30 ft above.

TH 3: STOREROOMS

These rooms held the supplies used by the temple's inhabitants many years ago. The western and middle storerooms contain crates and barrels that, at one time, held food and drink.

Each container has been broken opened and emptied by scavengers.

TH 4: COMMON ROOM

The air in the room is stale and musty. Rotted straw mats and rat droppings are strewn across the stone floor.

This large common room sheltered several dozen monks and clerics. The rotted remains of straw mats on the floor provide the only clues to the room's purpose.

TH 5: DINING HALL

This room contains a long wooden table, flanked by low benches. It runs the length of the room. Several large clay ovens, as well as some rusted pots, line the far wall. A small cistern lies in the north corner.

This room holds nothing of real value. The cistern has collected some stagnant water. If the heroes say they are searching the room you can give them a DC 15 Listen check to hear the faint sounds of scuttling behind the door to TH 6: Pantry.

TH 6: PANTRY [EL 6]

The wooden door to this room has a latch on the outside. At the moment the bolt is latched.

The Situation: Centipede swarms have been steadily growing behind the door, feeding off the remains of the foodstuff in the pantry. The wood of the door has swollen slightly making it stick and preventing them from escaping the room. A DC 10 Strength check is needed to open it.

Creatures: When the door is open three centipede swarms burst forth from the pantry and fill TH 5: Dining Hall.

☞ **Centipede swarm (3):** hp 31, see *Monster Manual*.

Tactics: The centipede swarms have no real tactic other than to escape the pantry and attack anything in their path. This is more a hazard than a real threat to the heroes, but it might impair them enough that other encounters are a little more dangerous.

TH 7: LIBRARY

Situated throughout this room are empty bookshelves coated with a thin layer of dust and cobwebs. Here and there scraps of parchment lie crumpled on the floor.

This dusty and dark room was once the temple's library. Now nearly all the books and scrolls have been removed, and bare shelves and some unused candles are all that is left. Because of the dust any hero with tracking can make a DC 20 Search check to be able to determine that humanoid creatures have moved through this area in the recent past. The tracks lead up to the door leading to TH 11.

TH 8: STUDY HALL

This room is filled with empty tables and wooden chairs. Along the east wall is a mural of the city of Sanction prior to the destruction of the Cataclysm.

This is where the monks of the temple used to study. There is nothing of value in this room.

TH 9: HIGH CLERIC'S OFFICE

This room was apparently once a luxurious office. Decaying tapestries line the walls and soft chairs have become layered in dust. A large, intricately carved desk stands against the south wall.

This formerly opulent office once quartered the high priest of the temple. Soft chairs and colorful tapestries in have faded and rotted to the point of worthlessness. The large desk contains some old writing instruments.

TH 10: HIGH CLERIC'S CHAMBER

This is a chamber containing a large bed and dresser. The wood of the dresser has rotted and the blankets of the bed are riddled with holes.

Treasure: Beneath the bed is a secret compartment, located by DC 25 Search check. It contains a scroll with 3 cure critical wounds spells on it (CL 12th).

TH 11: LIBRARY STORAGE

The door to this area has been locked (DC 25 Open Locks check to open).

This storage area contains scrolls, quills, clerical robes and other tools of scholarship.

The Situation: The shadowpeople constructed a secret door located beneath a 3-foot square of stone in the floor. Anyone with the Track feat or 5 or more ranks in Search will quickly realize that there are tracks in the dust near the center of the room. A DC 20 Search check will uncover the stone door in the floor leading to a dark chamber carved from the rough rocks below. A hallway leads off to the west of this chamber into the Lower Levels.

LEVEL TWO

The Lower levels of Huerzyd lead to the shadowpeople's labyrinth deep beneath the city of Sanction. From here, tunnels lead to the other parts of Sanction. The only encounters on this level are with shadowpeople; there is a 1 in 6 chance every ten minutes of encountering 3d6 members of their warrior caste.

Traps: The traps (marked with an X on the map) on this level are designed to confine intruders until the shadowpeople can determine what to do with them. Each trap is connected to a trigger on the map. A footstep on the trigger releases the traps: two (sometimes three) blocks of stone five feet from the trigger cut off all exits down any passage. Anyone within that 5-foot square must make a DC 20 Reflex save or take 6d6 points of crushing damage and also be trapped. The stone blocks weigh several tons and completely block the passage. A DC 25 Disable Device check can be made to determine how to lift the blocks at the rate of 1 foot per minute using some of the trap mechanisms.

[T] **Falling Block Trap:** CR 6; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; (6d6 crushing) multiple targets (anyone within 5 ft. of the trigger, but not anyone standing on the trigger); Search DC 25; Disable Device 25.

Creatures: Any trap that is triggered alerts the shadowpeople; 20 shadow warriors (NG male shadowperson fighter 7) will appear in 1d4 rounds.

☞ **Shadow warriors (20):** hp 75, see page 203.

Trapped characters are telepathically interviewed by shadowpeople. They are instructed to lay down their weapons and attend a Council. The detect thoughts ability of the shadowpeople detects any betrayal. Creatures of great patience, the shadowpeople simply wait until the heroes are ready to agree to their terms. When the characters are released, the traps are raised only two feet, forcing the heroes to crawl out under the watchful gaze of 20 shadow warriors.

TH 12: CLAN CAVERNS

These roughly hewn caverns are clean and airy. Sophisticated vents seem to bring in fresh air and the room has a small hole leading deep into the earth for sanitary necessities, as well as well of clean fresh water.

Each of the empty caverns on the map is a shadowperson family of between ten and twenty shadowpeople. If the heroes enter any of these caverns without a shadow warrior as a guide, half the inhabitants will attack, while the other half protect the young at the back of the cave. Curiously, they will not scream out loud, but any shadowpeople within 60 feet of the cavern will be alerted to the attack through telepathy.

☞ **Shadowperson:** hp 17, see *DRAGONLANCE Campaign Setting*

TH 13: MUSHROOM FARMS

This room is filled with an incredible variety of thriving fungi. Warm drafts of volcanic air keep the chamber warm and moist.

These mushroom chambers are the source of all the shadowpeople's food. There are usually at least two shadowpeople tending to the gardens. They will try to flee and alert other if the heroes approach unannounced.

TH 14: SHADOW HALL

The tunnel you are traveling opens up ahead into a large chamber lined with natural pillars of white, gray, and black stretching from ceiling to floor. Each one appeared to be polished to a high shine. Stones around this hall have been carved into benches in tiers all around the cavern. In the distance you can hear the sound of running water. Four Shadowpeople warriors guard an exit to the east.

All of the adult shadowpeople gather here for conferences when important matters are afoot. The arrival of the heroes warrants such a gathering. Only during a Council of the Shadowpeople can the Revered Ancient One come into existence. The Revered Ancient One has no physical attributes, and consequently no stats. It is the focal point of the mental energies of the shadowpeople in sentient form. It

dwells in a cave in the heart of the volcano Luerkhisis. It has the abilities to heal and teleport an unlimited number of times per day, but only while the Council of Shadowpeople is in session or within its home.

When the heroes are brought into the Shadow Hall the room will begin to fill with shadow counselors. The shadow warrior known as Slassik has been assigned to be their guide. The heroes will be telepathically questioned and observed with *detect thoughts*. If the heroes prove themselves to be enemies of the Emperor, the shadowpeople will summon the Revered Ancient One through a ceremony of chanting and mystical energies. The Revered Ancient One will not be seen, but the energies of its presence will be felt. Its voice in the heroes' heads is pleasant and relaxing.

The Revered Ancient One believes that the dark secrets the heroes wish to uncover are located at the temple of Luerkhisis. It is willing to provide the heroes with all the information (secret doors in temples, locations of guard posts etc.) and other aid the shadowpeople can give. It will not allow any of the shadowpeople to reveal themselves to the army of evil, above lest they be discovered.

THE TEMPLE OF DUERGHAST

Duerghast is a forbidding-looking structure of black granite. It was originally constructed as a temple to one of the false gods commonly worshiped after the Cataclysm. Since the clerics of this god decided that their deity enjoyed displays of

violence and bloodshed, the temple was constructed with an arena and torture chambers included. Thus equipped, it has served very well as a prison for Ariakas's enemies.

Creature: Guard patrols are frequent throughout the temple. Check once every 10 minutes with a 1 in 6 chance of an encounter with either a band of eight elite bozak spellguards (LE male bozak draconian sorcerer 2) or four Red Watch sivak draconians (LE male sivak draconian fighter 2).

☞ **Bozak elite guard (8):** hp 43, see page 191.

☞ **Red Watch sivaks (4):** hp 79, see page 202.

LEVEL ONE

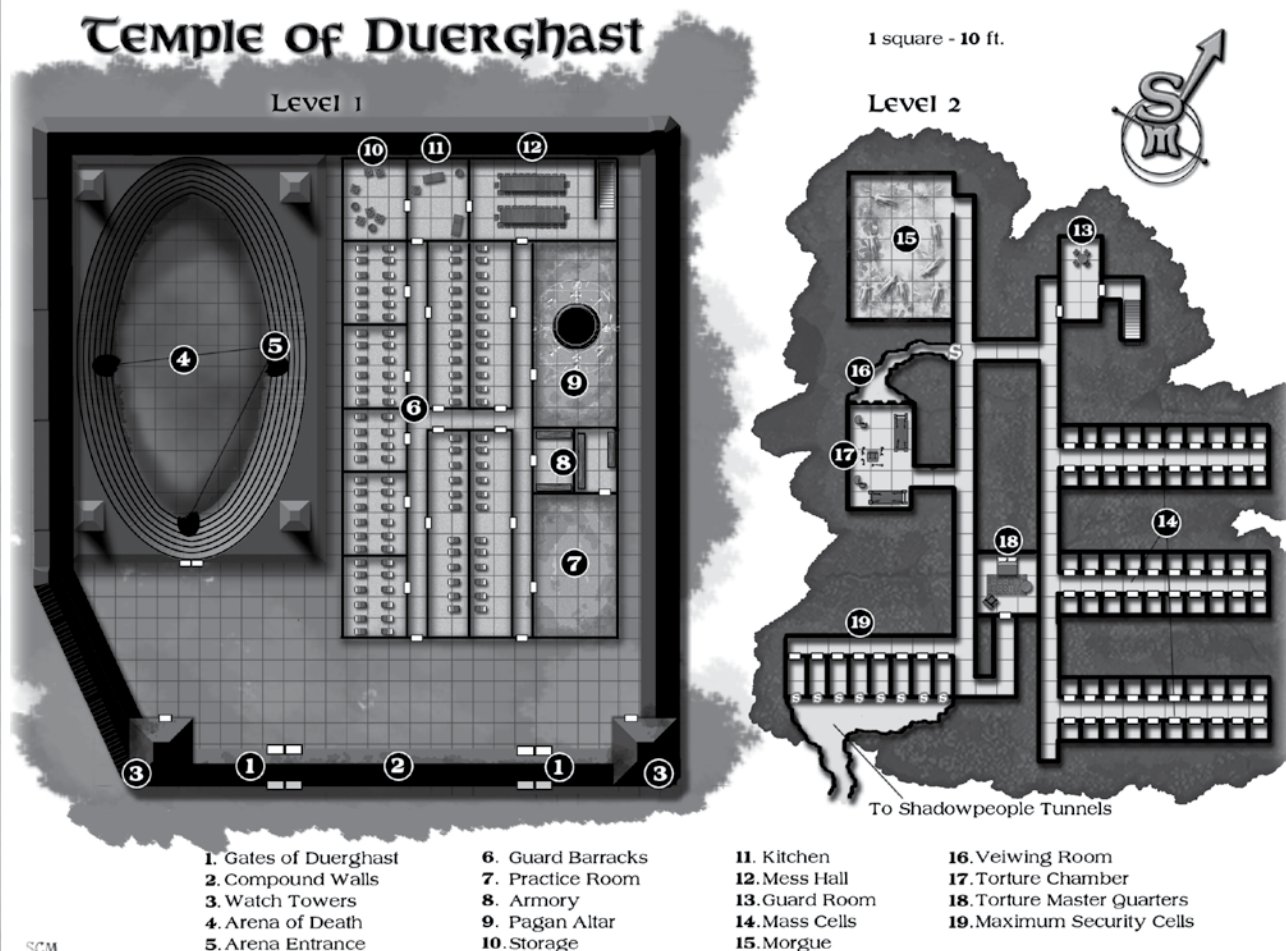
The top level includes the arena, gates, and courtyard as well as the upper level of the Temple itself.

TD 1: GATES OF DUERGHAST

Each of these sets of gates is made up of two heavy iron slabs, 4 inches thick, 10 feet wide, and 20 feet high.

These gates are controlled from within the nearest tower and cannot be opened other than with the huge winches there. The gates are open during the day.

Huge Iron Door: 4 in. thick; Hardness 10; hp 180; break DC 40; lift DC 37.



TD 2: COMPOUND WALLS

The walls are 20 feet wide at the base and 10 feet wide on top. A low 3-foot-tall battlement encloses the top of the wall.

The only way to the top of these walls, short of climbing (DC 25 Climb check) or flying is through a tower.

TD 3: WATCH TOWERS

These tall structures are made of the same stone as the walls. Each rises to 80 feet. Beginning as a 50 foot x 50 foot square at ground level, it narrows to 30 feet x 30 feet on top where a battlement surrounds the platform.

A stairway climbs from the ground level to the doors leading onto the walls, and then to a trap door leading to the top platform. The doors leading to the tower are all locked and must be picked or opened with a key carried by the leaders of every Red Watch guard patrol.

TD 4: ARENA OF DEATH

A field of sand lies at the center of this grand arena. A tall grandstand rises up around the edges. Benches look down into the arena offering a spectacular view of the field below.

The entire viewing area is raised above the arena by a 12 foot-high wall.

TD 5: ARENA ENTRANCE [EL 8]

Each of these entrances is covered with an iron portcullis.

All the entrances lead to the narrow passage around the interior of the arena located beneath the stands. The cramped corridors surrounding the arena are lined with many small and bare cages. Iron bars and gates seal each of them.

Creatures: An immense tiger, eventually intended to die for the entertainment of Ariakas, currently occupies one of the cages.

☞ **Dire tiger:** hp 120, see *Monster Manual*.

Development: The tiger is no threat to the heroes in its cage, but heroes with the ability to speak to or command animals may consider bringing it with them. Liberating the tiger would certainly improve its attitude toward them.

TD 6: GUARD BARRACKS [EL 10 OR 11]

Rows of neatly maintained beds stretch from one end of the room to the other. At the foot of each bed is a small footlocker.

Each of these rooms is sleeping quarters for a dozen baaz or kapak guards permanently stationed in the temple. The rooms are plain and crude, containing nothing of value. There is a 1 in 6 chance that any given room is occupied when the heroes visit it.

Creatures: An occupied room has either a quartet of baaz soldiers (50%) or kapak skirmishers (50%).

☞ **Kapak skirmishers (4):** hp 29, see page 172.

☞ **Baaz soldiers (4):** hp 39, see page 170.

Treasure: Most of the guards are smart enough not to leave their treasured items in the barracks. Most of the footlockers contain spare uniforms and materials for maintaining and cleaning weapons and armor. There is a 5% chance per footlocker that one of the lockers will contain a gem worth 1d10x10 stl.

TD 7: PRACTICE ROOM

This large chamber is where the guards practice with their weapons. Straw mats line the floors and crude wooden dummies line the walls. Here and there scattered drops of black dried blood can be seen.

There is a 1 in 6 chance that a random group of guards (4 kapak skirmishers or 4 baaz soldiers, from **TD 6: Guard Barracks**) are in here at any time. A door to the south leads to a closet with equipment used for training purposes.

TD 8: ARMORY

This room is locked (DC 25 Open Locks to open). The key carried by the Red Watch commanders opens this door.

Wooden shelves filled with weapons line the inside of this room. A large heavy wood cabinet sits on the south wall with a heavy padlock.

Arrayed here on shelves are 36 spears, 24 longswords, and 24 heavy steel shields, all of masterwork quality. 12 Red Watch uniforms, sized for Large individuals but adjustable (with an appropriate DC 15 Craft check) for Medium characters, hang from hooks. The key to the cabinet will not be found by the heroes, but the lock can be picked (DC 30 Open Locks). Inside the cabinet are a +2 *longsword*, a +2 *heavy steel shield*, and a +2 *buckler*.

TD 9: PAGAN ALTAR

The south wall of this chamber contains a massive bas-relief of a hideous god staring into the chamber with many eyes. It looks like a cross between an octopus and a spider. A low dais, stained brownish red, lies in the center of the room. A shallow breathing can be heard echoing in the chamber.

The only room with any religious significance in the temple, this room was one of the main centers of veneration to the pagan god Duerghast the dark cult worshiped in the years following the Cataclysm. A DC 20 Knowledge check informs the heroes that Duerghast was a false god, much like those of the Seekers. The sound of breathing is nothing more than a trick of minor magic placed in the room long ago. Ariakas has decided to just leave this room alone for the time being.

Although there is nothing dangerous in the room, it may slow the heroes down a bit long enough for another patrol to wander by.

TD 10: STORAGE

This large storage room is filled with foodstuffs and other generic equipment. Marking on barrels and crates reveal that most of it appears to consist of loot taken from the businesses of Sanction.

The heroes are able to find nearly all the basic supplies of the *Player's Handbook* in this room, including at 6 each of the listed alchemical items (sunrods, tanglefoot bags, etc.)

TD 11: KITCHEN [EL 10]

This large kitchen well appointed kitchen is where meals are prepared for the soldiers stationed in the Temple of Duerghast.

Creatures: During the day five baaz soldiers, assigned to KP duty, occupy this kitchen. At night this room is empty.

☞ **Baaz soldiers (5):** hp 39, see page 170.

TD 12: MESS HALL [EL 14]

Two massive wooden tables line this room surrounded by wooden chairs. A set of stairs can be seen in the southwest corner descending into darkness.

Creatures: The mess hall is nearly always occupied. One patrol of four kapak skirmishers and another patrol of baaz soldiers, sitting as far apart from each other as possible, is dining in the mess at most times of the day.

☞ **Kapak skirmishers (4):** hp 29, see page 172.

☞ **Baaz soldiers (4):** hp 39, see page 170.

Development: From the west end the mess hall there are stairs leading down into the lower levels. Any commotion in this room gives the draconians in TD 13: Guardroom a DC 10 Listen check to hear the battle and they will be able to prepare for intruders.

TD 13: GUARDROOM [EL 12]

Peering through the iron gates into this room you can see a small table with four chairs.

The Situation: The locked doors at either end are barred iron gates. The iron gates can only be opened and closed with levers near the guard table in the southern end of the room.

Creatures: This room is always guarded by four Red Watch sivak draconians (LE male sivak draconian fighter 2). The guards normally play dice games and gamble while in the room. If the heroes have approached this area without raising a warning they will catch the guards sitting at the table playing a dice game. It will take the sivaks a round to grab their weapons. If, however, the draconians are aware of the heroes coming they will have time to prepare for an attack.

☞ **Red Watch sivaks (4):** hp 79, see page 202.

Tactics: One of the guards may escape in the opposite direction the heroes are coming from in order to warn of intruders. If the heroes are coming from above, one of them attempts to escape into the dungeons to alert Lord Craven, the Torture Master.

TD 14: MASS CELLS

Each of these dingy cages is a ten-foot cube of stone and iron, with not even a mat as furnishings for the inmates.

There are four listless male prisoners (N male civilized human commoner 3), each in their own separate cell. If freed, the prisoners will not fight for the heroes, but make every effort to get away.

TD 15: MORGUE [EL 8]

As you head southeast down the hall the stench of decaying flesh grows with every step you take. The sound of many buzzing insects looms ahead. As you round the corner you're not surprised to find piles of rotting corpses in a darkened room.

Prisoners who die from excess of torture or lack of food are carried here and left to rot.

Creatures: Six ghosts subsist on the corpses here. The stench in the room is vile; anyone entering the room must make a DC 15 Fortitude save or become sickened for 2d4 rounds. A successful save indicates the hero staves off the effects of the smell. The ghosts will not attack draconians, Ariakas, Lord Craven, or Grunk. They will however eagerly assault any other warm-blooded prey entering the room.

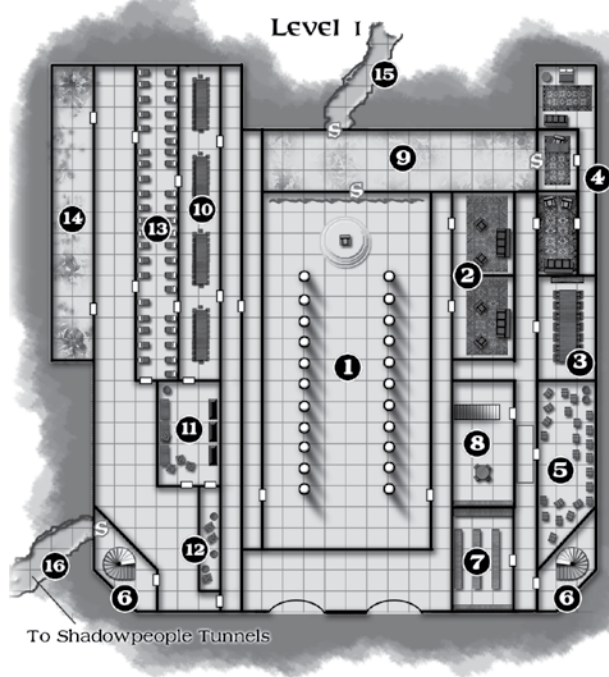
☞ **Ghosts (6):** hp 29, see *Monster Manual*.

Tactics: Hungry for flesh, the ghosts will rush forward to attack, even following their prey out of the room if necessary.

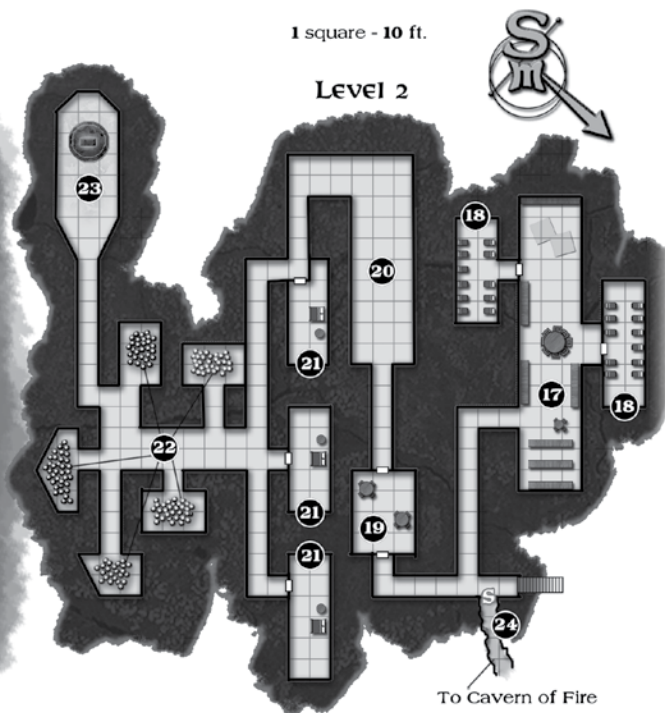
TD 16: VIEWING ROOM

The secret door to this chamber can be discovered with a DC 20 Search check.

Temple of Luerkhis



- 1. Audience Hall
- 2. Interview Rooms
- 3. Conference Room
- 4. Ariakas's Apartments
- 5. Treasure Room
- 6. Observation Tower
- 7. Emperor's Library
- 8. Gateway to Evil
- 9. Secret Entrance
- 10. Dining Room
- 11. Kitchen
- 12. Storage



- 13. Red Watch Barracks
- 14. Slave Quarters
- 15. Luerkhis Passage
- 16. Shadowpeople Passage
- 17. Hall of Learning
- 18. Meditation Cells
- 19. Red Watch Deathgaurd
- 20. Cell of Sorrow
- 21. Dens of the Corruptors
- 22. Egg Rooms
- 23. Altar of Corruption
- 24. Passage from Darkness

SCM

The secret door to this chamber slides away to reveal a crudely carved tunnel that ends in a flat wall. Dots of red light on the wall make a pattern resembling the constellation of Takhisis.

Closer examination of the dots of light will reveal that they are actually holes into the Torture Chamber. The Dragon Emperor and his agents often come here to watch the “festivities” of the torture room in secret.

TD 17: TORTURE CHAMBER [EL 15]

A low brazier flickers with a dull, smoky fire in the center of the room, giving the entire area a nightmarish red glow. This room contains every type of device for inflicting pain known to the macabre imagination.

The Situation: There are no prisoners in the torture chamber at this time. The only occupant is Lord Craven's loyal servant Grunk.

Creatures: Grunk is a massive ogre (CE male ogre barbarian 6/rogue 6) that shares the same twisted sense of humor as the Torture Master does. He also believes that he owes his life and very fulfilling employment to the hobgoblin. If he is summoned, or if any intruders appear, Grunk will be

all too happy to bash some heads in. If no alarm has been raised, Grunk will be found in the torture chamber faithfully oiling cogs and sharpening blades on the instruments of torture.

☞ **Grunk the Ogre:** hp 177, see page 197.

Tactics: Grunk enjoys fighting head on and rushes into battle. With his prodigious strength, he favors grappling and delivering vicious blows with his morning star.

TD 18: TORTURE MASTER'S QUARTERS [EL 14 OR 16]

This opulent apartment is decorated in the most garish fashion imaginable. Bright, red and purple tapestries line the walls and a huge, canopied bed fills one end of the room. A locked chest, sits in one corner.

Creatures: The Torture Master, **Lord Craven** (NE male hobgoblin rogue 10/inquisitor 4), is a bloated little hobgoblin, puffed up with his own importance, but actually a coward and a sneak. He will go to any lengths to save himself if his life is endangered. If no alarm has been raised Lord Craven will be found in his room counting his money. If it has been raised or if he becomes alerted to the presence of the party he will attempt to hide to keep an eye on the fight, after calling Grunk from TD 17.

☞ **Lord Craven:** hp 65, see page 196.

Tactics: If Grunk loses, the hobgoblin will sneak into one of the maximum-security cells and lock himself in, hiding the key on his person. Then he will cry for help and try to bluff his way out of the situation, saying that Grunk was the torture master, that he betrayed the Emperor's trust, and that is why he was thrown in prison. Finding the key ring on the Lord Craven will require a Search check against Lord Craven's opposed Sleight of Hand check.

Treasure: The chest contains 800 stl and 2,000 stl worth of gems; only the Torture Master has the key.

TD 19: MAXIMUM SECURITY CELLS

These are the cells the heroes are taken to if they are taken prisoner within the city. Each is sealed from the other cells by a thick stone wall, and the doors are double locked. One key needed to open them is the key carried by Red Watch patrol leaders, but the other has only a single copy, and that is carried by the Torture Master who carries all keys.

The shadowpeople have carved the secret doors with extreme care, although they can be located with a DC 20 Search check. If the heroes have not encountered the shadowpeople before, they will come to liberate anyone held captive that they sense is good of heart. Freed captives will be invited to the Shadow Hall if they have not already been there; see TD 14: Shadow Hall in the Temple of Huerzyd.

THE TEMPLE OF LUERKHISIS

Luerkhis is the largest of the temples of Sanction and is the headquarters of the Dragon Emperor Ariakas. Luerkhis is a center of the Queen of Darkness's power on Krynn. The lower level of the temple once held the first altars used in the unholy worship of the evil gods. Now the lower level contains the key to resolving the problem of the good dragon's Oath and the secret of the origins of the draconian race.

The Temple of Luerkhis was carved directly from the side of Mount Thunderhorn to resemble a dragon's head rising from the earth. The two entrances into the temple are through the nostrils of the beast. The observation towers (TL 6: Observation Tower) lead up to areas near the dragon's eye sockets giving a view of the valley below.

Creature: Guard patrols are frequent throughout the temple. Check once every 10 minutes with a 1 in 6 chance of an encounter with either a band of eight elite bozak spellguards (LE male bozak draconian sorcerer 2), four Red Watch sivak draconians (LE male sivak draconian fighter 2), or four dark pilgrims of Takhisis (LE male and female civilized human cleric 9).

☞ **Bozak elite guard (8):** hp 43, see page 191.

☞ **Red Watch sivaks (4):** hp 79, see page 202.

☞ **Dark pilgrims (4):** hp 40, see page 201.

TEMPLE ENTRANCE [EL 14 OR 10]

The entrance to the Temple of Luerkhis is through the nostrils of the stone dragon head. It is guarded at all times by a young adult red dragon by the name of Torrid who is only allowed to leave for two hours in the early morning to go hunting. Torrid is an expert at identifying people by sense of smell. He can use his Scent ability to recognize anyone he has met before and uses this ability to prevent trespassers from

making it into the temple. He can even go so far as to be able to smell different races; elves and kender smell particularly sweet.

When he is gone from his post, the front entrance is guarded by a miserable white dragon the guards have nicknamed Tepid. The white dragon rarely pays attention to who passes. As long as they have a passable guard uniform he ignores them.

Creatures: Torrid, young adult red dragon or Tepid, adult white dragon

☞ **Torrid:** hp 218, see page 199.

☞ **Tepid:** hp 189, see page 199.

LEVEL ONE

This level is primarily devoted to administration of the city and Ariakas' living quarters.

TL 1: AUDIENCE HALL [EL 20+ OR 16]

This vast room is flanked by smooth marble columns and is bare of any decoration save for a massive tapestry behind the throne depicting a five-headed dragon. At the far end in front of the tapestry rests a huge granite throne. Freshly lit torches line the walls casting a brilliant red-orange light.

The Situation: This is the audience hall of the Dragon Emperor Ariakas (see **People to Meet in Sanction**). The secret door at the back of the hall is located behind the tapestry (DC 25 Search check to find) and is locked (DC 30 Open Locks). Ariakas holds the only Key. During the day Ariakas can be found here in the Audience Hall giving orders, listening to reports on the war, entertaining high level officers, and dealing out punishments when necessary. At night he can be found in his Apartments (TL 4).

Creatures: During the day Ariakas always has a troop of elite Red Watch sivaks nearby (LE male sivak draconian fighter 3). At night, two sivaks are stationed in the hall outside and another two are inside the first apartment.

☞ **Ariakas:** hp 170, see page 194.

☞ **Elite Red Watch sivaks (10):** hp 87, see page 201.

Development: If the heroes have found their way into the Audience Hall during the day, they had better be entering as prisoners or it is very likely they will die making an attempt to strike at Ariakas. He is much too powerful for them to face at this point in the story. If an attempt is made to attack the Emperor, he will attempt to knock out the heroes so they he can further investigate their motives and extract the knowledge they possess. If the heroes do manage to kill the Emperor they will soon be surrounded by hundreds of draconians and the Emperor's body will be taken away in an attempt to have him resurrected.

TL 2: INTERVIEW ROOMS

This room is lushly appointed with soft carpeting, brilliant golden chandeliers, and soft chairs and pillows.

The two interview rooms are virtually identical, except that one is decorated in blue and the other in red. The rooms are consciously designed to put their occupants at ease. This is where Ariakas prefers to question prisoners who show signs of cooperating when brought to the audience hall. There is always time to send them to the dungeons later.

TL 3: CONFERENCE ROOM

This chamber is splendidly appointed, containing a large mahogany table lined with plush chairs and cabinet. Several silver chandeliers cast gentle illumination throughout the room.

An unlocked cabinet holds 12 bottles of fine wine, two bottles of equally fine brandy, and 20 long-stemmed crystal glasses.

TL 4: ARIAKAS'S APARTMENTS

This three-room suite displays the taste for luxury possessed by the Emperor. The outer room, decorated in black silk, matches the description of the interview rooms.

This room is lushly appointed with soft gray carpeting, brilliant golden chandeliers, and soft chairs and pillows lined in black silk.

A door to the southeast leads to a hallway. The first door on the left leads to an office.

This small office contains an ornate desk scattered with papers and writing implements.

Traps: The desk has a trapped drawer, protected with a needle trap.

☞ **Poison Needle Trap:** CR 7; mechanical; touch trigger (attached); manual reset; Atk +15 (1 hp plus black lotus extract); Search DC 22; Disable Device DC 26.

The desk contains orders for the reserve army to march to Vingard and complete the destruction of that fortress. Also concealed in a false bottom of the drawer are a *ring of protection* +3, a *major ring of energy resistance (fire)*, a *rod of negation* and a small key needed to open the nearby treasure room (TL 5).

A secret door is located on the north wall leading to area L9. The door can be discovered with a DC 25 Search check. This door is locked and uses the same key as the secret door from **TL 1: Audience Chamber**. The hallway opens up into a grand bedroom.

The bedroom reflects the ultimate in decadence. Mirrors like the walls and ceiling, and a huge bed spans across the room. A white canopy hangs over the bed. A tapestry depicting a great five-headed dragon with heads of green, white, blue, red, and black hangs from one wall.

Behind the tapestry is a *mirror of life trapping*. Only Ariakas knows the command words for the *mirror*. At the moment, the cells for the *mirror* are empty. As soon as anyone looks into the *mirror* and sees their reflection, their body will disappear, leaving behind all their possessions. When this happens the tapestry will swing back over to cover the *mirror* again. It may not initially be apparent that it was a *mirror* that caused the hero to disappear. It may appear that it was the act of touching the tapestry. A *detect magic* will reveal that the magic is located behind the tapestry. A DC 30 Knowledge (arcana) check will reveal what the *mirror* is and that the *mirror* must be broken to free the trapped individual.

TL 5: TREASURE ROOM

This room is filled with dozens of opened chests all overflowing with steel and platinum coins, jewelry, gems and other treasures spilling out onto the floor. Paintings, tapestries, and sculptures adorn the walls and rest on marble pedestals that are worth a small fortune. Four chandeliers, enchanted with continual light spells, keep the room illuminated.

This chamber contains the vast treasures assembled by Ariakas from all over Ansalon. Steel, gold, and platinum coins, gems and jewelry and artwork of every kind are well in excess of 2,000,000 stl fill two dozen chests and are situated about the room. All the chests are open, revealing their contents to any visitor. It is much too heavy and clumsy to remove all at once, but given time it could be divvied up for return to its rightful place (assuming Sanction is ever liberated.)

One entire wall is devoted to weaponry, and displays a +4 *glave*, ten +3 *spears*, a +3 *longbow*, a +1 *dwarven throwing hammer*, a *crossbow of speed*, and ten +3 *arrows*. Standing before the wall are two sets of +3 *half plate*, each adorned with a +3 *small steel shield*. A suit of +1 *leather armor* also hangs from the wall. In a nearby potion case are six potions each of *remove curse*, *invisibility*, *haste*, and *good hope*. All potions are prepared at caster level 8th. A leather bandolier, with thin sheathes for as many as six wands, hangs from the shelf; the bandolier currently holds three wands (heightened *ray of enfeeblement* [4th level], heightened *suggestion* [4th level], and *chaos hammer*, all at CL 10th and with 35 charges.)

TL 6: OBSERVATION TOWER

Each of these towers is equipped with spy holes from which Ariakas's agents observe activity in the city below. The tower to the northwest on the map contains a secret door (DC 28 Search) connecting the temple to the shadowpeople's network of tunnels. If the heroes find themselves in trouble the shadowpeople may use this hidden entrance to rescue the heroes.

TL 7: EMPEROR'S LIBRARY

This is another lushly furnished room, containing hundreds of books and scrolls.

Many tomes on military tactics and strategy, the history of Ansalon, and the geography of the continent before the Cataclysm highlight the collection. None of the scrolls are magical.

TL 8: GATEWAY TO EVIL [EL 12]

This large chamber is mostly empty, except for a shelf along the far wall with a line of spears and a table and four chairs. Directly ahead of the open doorway are stairs going down.

This chamber contains the top of the stairway leading to Luerkhis's lower level, the true center of the Dragonarmy's evil. Four sivaks of the Red Watch (LE male sivak draconian fighter 2) are on guard here at all times.

☞ Red Watch sivaks (4): hp 79, see page 202.

TL 9: SECRET ENTRANCE [EL 12]

This massive shadowy hall is old and unused. It appears to have no other exits with the exception of the one you just passed through.

This corridor contains secret doors to TL 1: Audience Chamber, TL 4: Ariakas's Apartments, and TL 15: Luerkhis's Passage. Ariakas does not know about the Luerkhis's passage that leads to Mount Thunderhorn. The two secret doors to TL 1 and TL 4 take a DC 25 Search check to find and are locked (DC 30 Open Locks). The secret door to TL 15 is not locked, but takes a DC 30 Search check to find.

Creatures: Ariakas has posted one of Takhisis' ice devils here, to protect and safeguard the secret ways into his chambers. It appears to be a cross between a draconian and an insect or mantis. The devil is not happy about being given guard duty, and will bargain with the heroes if they pause long enough to talk to it. It tells them that it will let them pass, but they must leave it something to free it of its geas (caster level 20th, crafted by Ariakas himself.) It will also be open to any kind of deal that benefits it and deals some injury to Ariakas. If negotiations fail, it will attack with savagery and wrath.

☞ Ice devil: hp 147, see *Monster Manual*.

TL 10: DINING ROOM [EL 18 OR 11]

Several long wooden tables and benches run the length of the chamber.

This large room is where troops of the Emperor stationed within the temple consume their meals.

Creatures: This room is always occupied during the day by no less than forty kapak draconian guards. At night there is a 1 in 6 chance that a kapak patrol group will be in here.

☞ Kapak skirmishers (40 or 4): hp 29, see page 172.

TL 11: KITCHEN [EL 12]

This is a large and immaculate kitchen. Several large ovens and a counter containing every conceivable type of cooking device are the main features of the room.

Operated by draconians on KP duty, this kitchen is used to prepare both the elegant meals eaten by Ariakas and his guests as well as the more mundane fare of the draconian troops.

Creatures: This room is empty at night and occupied by 10 baaz during the day.

☞ Baaz soldiers (10): hp 39, see page 170.

TL 12: STORAGE

Crates, barrels and boxes marked with symbols of flour, fruit, and dried vegetables, as well as all sorts of spices, are stored here in quantity.

This room contains the foodstuffs used in the preparation of the temple's meals. Also, a wooden icebox chills several cuts of fine meat and 24 bottles of rare wine.

TL 13: RED WATCH BARRACKS [EL 15]

Forty bunks line the walls of the room.

This is the barracks of the guards detailed to duty in the temple. During the day this room will be occupied by 1d10 Red Watch sivaks, at night it contains 15 sleeping draconians of the Red Watch (LE male sivak draconian fighter 2).

☞ Red Watch sivaks (15): hp 79, see page 202.

TL 14: SLAVE QUARTERS

The doors to this great hall are locked, DC 30 Open Locks check to open.

A dark hallway stretches off to the north and south. The smell of unwashed bodies and the sound of crying issues forth from the open door.

This hall holds the slaves detailed to work in the temple. Many of them were all freedom fighters in Estwilde prior to their capture and yearn for an opportunity to escape.

Creatures: Among the men and women slaves there are at least thirty strong warriors that are able and willing to fight for their freedom. They will be courageous and helpful if the heroes offer them the chance to regain their freedom. If Nathan Windsound (or his brother Warren) is with the heroes, he assumes command of them.

☞ Freedom fighters (30): hp 27, see page 202.

TL 15: LUERKHISIS PASSAGE

This passage leads from the secret door in TL 9: **Secret Entrance** to a high ridge on the peak of Mount Thundrhorn and from there to a passage into the Khalkist mountains. The door was constructed by the Shadowpeople; the Emperor and his troops do not know of its existence. It takes a takes a DC 30 Search check to find.

TL 16: SHADOWPEOPLE PASSAGE

This passage leads to the network of tunnels used by the Shadowpeople to travel beneath the city of Sanction.

LEVEL TWO

This level is devoted to the study and practice of the dark religion of the Dragonarmies, as well as the vile process of draconian creation. The entire level is considered to be *unhallowed* (as cast by a 16th level cleric).

TL 17: HALL OF LEARNING [EL 12 OR 16 OR 18]

The nearest end of this room is a library, containing tables, chairs, and bookshelves. Simple lanterns, enchanted with magical light, provide illumination. The north end of the room is used as a combat training facility. Staves, several maces, and a few hammers rest on a rack against the north wall.

The Situation: This room is the large chamber where the clerics of Takhisis perform their studies and learn the ways of their vile goddess. The books here are texts describing a wide variety of activities, nearly all of them evil. Books on torture, sacrifice, oppression, and other sorts of cruelty are readily apparent. Each is emblazoned with Takhisis's logo of a five-headed dragon.

Creatures: Three dark pilgrims of Takhisis (LE male and female civilized human cleric 9) will always be here, studying tomes at the table in the center of the room. If they get a chance to call and alarm, ten more clerics from each of the two meditation cells will arrive in two rounds.

☞ **Dark pilgrims (3 or 23):** hp 40, see page 201.

Tactics: Although three dark pilgrims may not seem like a big threat, if the clerics from the meditation cells join them the heroes may be in for some serious trouble. One of the first three pilgrims will devote himself to raising the alarm. The first group of ten pilgrims will arrive on the 3rd round; the second group arrives two rounds later. Most of the clerics resort to incapacitation spells or spells that hinder or weaken the heroes (such as bestow curse); half of them will focus on using their maces on the heroes in melee combat.

TL 18: CLERICAL MEDITATION CELLS [EL 16]

Simple wooden cots line the walls of these rooms.

These are the plain rooms where the dark pilgrims, the clerics of Takhisis, eat, sleep, and ponder the ways of evil. Ten dark pilgrims occupy each room, unless called forth by an alarm from TL 17: **Hall of Learning**.

☞ **Dark pilgrims (10):** hp 40, see page 201.

TL 19: RED WATCH DEATHGUARD [EL 15]

The iron bound door to this chamber is barred from the inside and has a small slot of looking out. The sivaks inside will only open it if they recognize the person trying to gain entry.

The large room beyond has two large tables surrounded by chairs and a number of low cabinets. An iron door lies at the far end of the room.

The Situation: This room is heavily guarded and all passing through it will be searched and must recite a prayer to the dark goddess Takhisis. The iron door leading to TL 20: **Cell of Sorrow** is locked; one of the Red Watch guards has the key.

Creatures: Eight elite members of the Red Watch (LE male sivak draconian fighter 3), sworn to defend the secret of the temple to the death, check each person that enters. They will only allow one in at a time.

☞ **Elite Red Watch sivaks (8):** hp 87, see page 201.

Tactics: The Red Watch sivaks will stay and fight to the death. If possible, they will attempt to split the group and make as much noise as they can to attract the attention of the clerics in TL 17: **Hall of Learning**. Heroes casting spells will be targeted first in their attacks.

TL 20: CELL OF SORROW

A large figure stirs in the shadows at the back of his massive hall. A deep, and sorrowful voice resonates from the figure, "Come no further or you will die".

The Situation: In this room the unfortunate copper dragon Cymbol is chained with magically reinforced chains (hardness 15, 100 hp, Break DC 35). The Emperor has convinced him that the future of his race, in the form of good dragon eggs, depends on Cymbol preventing intruders from gaining access to those eggs. Ariakas has threatened Cymbol that if he allows anyone in that is not authorized, the Emperor will destroy 100 eggs for each intrusion. Consequently, the dragon tries to prevent anyone except a Dragon Emperor or draconian from passing through this room.

When Ariakas captured Cymbol he had him beaten and drained the dragon's Wisdom. As a consequence Cymbol is not very sensate (Wis 7), which is why he has not figured out the relationship between the newly created draconians and the stolen eggs. A Diplomacy check of DC 20 will prevent Cymbol from attacking outright, but nothing short of curing his Wisdom drain or rendering him unconscious will prevent him from allowing anyone to go through his chamber. However, if he can be forced to understand the realities of his

situation or if his Wisdom is restored, he will attempt to help the heroes and carry their message to the Isle of Dragons. D'argent will be of significant help in this regard; initially, he will be very angry that D'argent has broken the Oath, but if the heroes can support her argument the copper dragon may see sense.

☞ **Cymbol:** hp 210, see page 196.

Tactics: Cymbol will begin by using his breath weapon to *slow* as many people as possible. Then he will try to keep himself positioned between his opponents and the hallway to the north-east. If D'argent attacks him, he will devote all of his attention to her. If threatened with a *dragonlance*, Cymbol will recoil and hurl insults at the heroes.

TL 21: DENS OF THE CORRUPTORS

These large chambers are the lodgings of Wyrllish Parkane, High Priest of Takhisis; black-robed wizard Harrawell Dracart, and the red dragon Harkiel the Bender (going from northeast to southwest). They are the three villains responsible for corrupting the good dragons' eggs.

These rooms are currently empty, although they look lived in and recently visited. Each is a relatively plain chamber with a bed, table, chair and a painting on the wall. The painting depicts the five-headed dragon shown in Ariakas's apartments.

A low chanting is audible as the heroes enter the hallway near these chambers. The chanting originates in **TL 23: Altar of Corruption**. The occupants of the rooms have nothing of any value in them.

TL 22: EGG ROOMS

The chamber before you glows with a soft light. A massive pile of hundreds of carefully stacked metallic spheres lay at the center of the room.

These rooms hold the eggs of the good dragons, readily recognizable by their metallic colors. Each room contains the eggs of one type of dragon. In order (from southeast to northwest), are the rooms of the gold, silver, bronze, copper, and brass dragon eggs. There are about 1,000 eggs of each color in these rooms.

The chant is louder as the heroes pass these rooms. Now the word "Takhisis" is recognizable as a central ingredient of the chant.

TL 23: ALTAR OF CORRUPTION

This is the chamber where the chanting is coming from. As the heroes reach the doorway, describe this scene:

Two hidden figures flank a small, slime covered altar. They stare at an object on the altar in rapt concentration, uttering the low

drowning chant. Looming over the two human-sized creatures, also staring at the object upon the altar, is a sinuous red dragon.

Craning for a better view, you see that on the altar sits a silver dragon egg.

The chanting has reached some kind of climax, for the hooded figures pause. Suddenly, a drop of saliva from the red dragon's hideous maw plops onto the egg.

Immediately, the silvery surface turns black and slimy. Like some poisonous tumor, the egg begins to grow, changing shape and writhing as is in torment.

The egg becomes huge and begins to split apart. Instead of the silver dragon that should emerge, however, many squirming, lizard-like figures spill forth.

The egg has just given birth to several dozen miniature sivak draconians.

The Situation: The heroes have arrived just in time to witness the creation of draconians from the eggs of good dragons. If the heroes interrupt this procedure at any point before the draconians emerge, the egg still goes through the birthing process and 4d12 two foot-high sivaks emerge. This process is repeated every day. The various kinds of draconians are created through the corruption of the good dragons' eggs—eggs that the Queen of Darkness has sworn to protect in return for the good dragons' pledge not to interfere with the war.

Creatures: Wyrllish, Dracart, and Harkiel are all present. The three watchers continue to stare at the egg unless distracted by a loud noise or an attack.

☞ **Wyrllish Parkane:** hp 71, see page 200.

☞ **Harrawell Dracart:** hp 54, see page 198.

☞ **Harkiel the Bender:** hp 378, see page 197.

Tactics: At this point the heroes have a few options. They may flee now that they have the evidence they need and try to reach the Dragon Isles or they may stay and fight, although D'argent says that even with her assistance the heroes may be in grave danger—Harkiel is the villain who came to the Dragon Isles and took the eggs in the first place, and D'argent fears the red wyrm's power. In any case Ariakas, the Revered Old One, and the other dark pilgrims in the complex sense the intrusion into the Altar of Corruption. The heroes have one minute until the dungeons are crawling with draconians.

If the heroes attack, Wyrllish and Dracart respond with almost manic fury. Harkiel singles out any dragon or Knight in the party and attacks them, although she usually unleashes her flame upon the entire party first. The two humans target their opposite numbers first before any others—Dracart against good mages, Wyrllish against good clerics or divine spellcasters.

Development: D'argent will inform the heroes, if they have not already come to this conclusion themselves, that they have just obtained enough evidence to free the good dragons from their Oath. Now, however, they must find a way to reach the Dragon Isles to tell them.



TL 24: TO THE CAVERN OF FIRE

This secret passage branches off a number of times, but leads more than half a mile down into the heart of Mount Thunderhorn to the Cavern of Fire and eventually to the Cavern of the Old One where the Revered Ancient One resides.

PASSAGE FROM DARKNESS

This section allows the heroes to take a direct and magical route to the conclusion of the adventure, but only if they have discovered the secret locked within Luerkhis. Do not use this section if the heroes have made enemies of the Shadowpeople.

PURSUIT

The passage is through the Shadowpeoples' secret door, marked as **TL 24: To the Cavern of Fire**. The route leads downward, into the heart of the volcano beneath the Temple of Luerkhis. If the heroes can reach the Cavern of the Old One, the Revered Ancient One will see that they are safely transported to the Isle of the Dragons.

The intrusion into the Altar of Corruption is sensed by Ariakas, and he immediately dispatches troops to destroy the intruders. Prisoners will not be taken by these troops. At the same time, several shadow warriors emerge from the secret door leading to **TL 24: To the Cavern of Fire**, climb the stairs to room **TL 8: Gateway to Evil**, and fight to the death in order to prevent the draconians from moving down the stairs. This delays pursuit for 1 minute.

Slassik races to the heroes, telepathically signaling the necessity of rapid escape. Images of hundreds of enraged draconians fill the characters' minds.

After 1 minute, the following draconians charge down the stairs: 40 Red Watch sivaks, 200 Kapaks, and 200 baaz. Because of their hasty retreat, the warriors are not able to effectively close their secret door, and the draconians discover it and charge through. This scene should be played out like a cinematic chase, with handfuls of the enemy closing in for a battle every so often, trying to harass or delay the heroes before they can escape. One or two exchanges with kapak skirmishers or a quartet of Red Watch sivaks should suffice.

The corridor behind the secret door winds downward for more than 3000 feet, twisting and curving back toward the heart of the volcano. The characters should hear sounds of armed pursuit as they flee with the shadow warriors. Finally, the corridor ends in the Cavern of Fire.

CAVERN OF FIRE

The cavern is a hot, fiery chamber within the volcano. The floor is speckled with pools of lava, gouts of flaming gas, and hot but hardened rock. The bridge has no railing and is 20 feet wide. The bridge descends from 700 feet above the cavern floor at the entrance to 300 feet above the floor at the exit. A fall from the bridge will be fatal to any individual who cannot glide or float down. Even if a character glides to the bottom, he takes 2d6 points of fire damage per round from the heat.

When any monster or character within 3 feet of the edge of the bridge takes more than their Constitution score in damage from an attack they must make a DC 15 Reflex save or be knocked off the edge.

When the heroes are 1/3 of the way along the bridge, the draconians emerge into the cavern. The Red Watch sivaks immediately launch themselves into the air, soaring to the



point beyond the heroes on the bridge. At the same time, from a location high up on the wall of the cavern, a flight of 40 shadow people glide into the air.

Some of the shadow warriors attack the sivaks, but most strike at the pursuing draconians on the bridge. Only twelve sivaks make it to the blocking position on the bridge. The rest of the draconians become embroiled with the shadowpeople warriors, except for 20 Kapaks that break free to pursue the characters along the bridge.

The shadowpeople warrior escorting the heroes sends a last message: "Please, for the sake of us all, reach the cavern of the Old One." The heroes understand that he means the small cave at the far end of the bridge. The he soars off the bridge to join his comrades.

Since this encounter is the major ground battle of the heroes' adventures in Sanction, it should be tough! If they seem to be handling it with little difficulty (remember, they should have a silver dragon and possibly copper dragon on their side now), you can have a dragon or two (such as Torrid and Tepid) appear from the tunnel to join the fight, or you could have some more draconians break free to pursue the heroes.

CAVERN OF THE OLD ONE

The cave at the end of the bridge is the home of the Revered Ancient One, honored leader of the Shadowpeople. The cave mouth is protected by a barrier that allows the Revered Ancient One to decide who passes through. All the heroes and D'argent are allowed into the cave. The Old One cannot be seen or touched, but it is here. The darkness in the cave cannot be dispelled by the heroes.

No light of any kind reaches into the cave and the sounds of battle subside. Despite the darkness the atmosphere is pleasant and relaxing. A soothing touch reaches into your minds: "You have done well, but you are not yet finished. Rest, and I shall send you where you must go."

A deep sleep falls over you, and you breathe easily. The dreams, when they come, are very pleasant.

THE WAR IN THE SKIES

This section begins in a place of beauty and peace: the Isle of Dragons. If the heroes convince the good dragons to join in the war against the Dragonarmy, the heroes will ride good dragons as steeds, carrying mounted *dragonlances*. The chapter climaxes with an aerial battle between the heroes and a force of evil dragons.

The Isle of Dragons lies several hundred miles to the north of the continent of Ansalon, and it is here that the powerful magic of the Revered Ancient One has sent the heroes.

AWAKENING

This scene occurs immediately after the heroes are *teleported* by the Revered Ancient One.

When the characters arrive, read the following description:

You awaken slowly, feeling well rested and refreshed. All of your wounds have been healed, and the scene surrounding you is unexpectedly pleasant.

Soft grass covers the loamy earth and towering trees of birch and pine loom on all sides. All your companions are nearby.

A glint of metallic skin in the forest catches your eye and abruptly an awesome shape emerges into the clearing. It is a dragon, the largest you have ever seen. Its bearing is not hostile so much as puzzled.

Its scales are the color of burnished gold.

As the characters gradually adjust to their surroundings, more dragons enter the clearing. Any hostile acts on the part of the heroes will be dealt with by the use of the paralyzing gas breath of several large silver dragons. (Fizban, if present, will attempt to calm things down; the dragons seem to settle down and listen when he speaks.)

The dragons entering the clearing include all age groups except the young and very young categories. The dragons' colors are gold, silver, bronze, brass, and copper.

The first dragon to enter the clearing is Aurumnus, a great wyrm gold dragon. In the absence of Paladine, Aurumnus is the leader of the good dragons.

CONFRONTATION

The heroes find themselves surrounded by an assortment of suspicious and angry dragons. Aurumnus selects D'argent for particular rebuke, chastising her for bringing the heroes here. "Remember the Oath," he declares scathingly, "We must honor our word!"

The dragons will begin to debate the fate of the heroes: should they be killed, imprisoned on the island, or returned to Ansalon with a warning? Allow all points of view to be heard, with imprisonment gradually winning out. The heroes will have to interrupt the dragons' debate in order to make their case. If the heroes mention the eggs in Sanction, the good dragons pay rapt attention. The dragons believe the story unless the heroes greatly distort the facts.

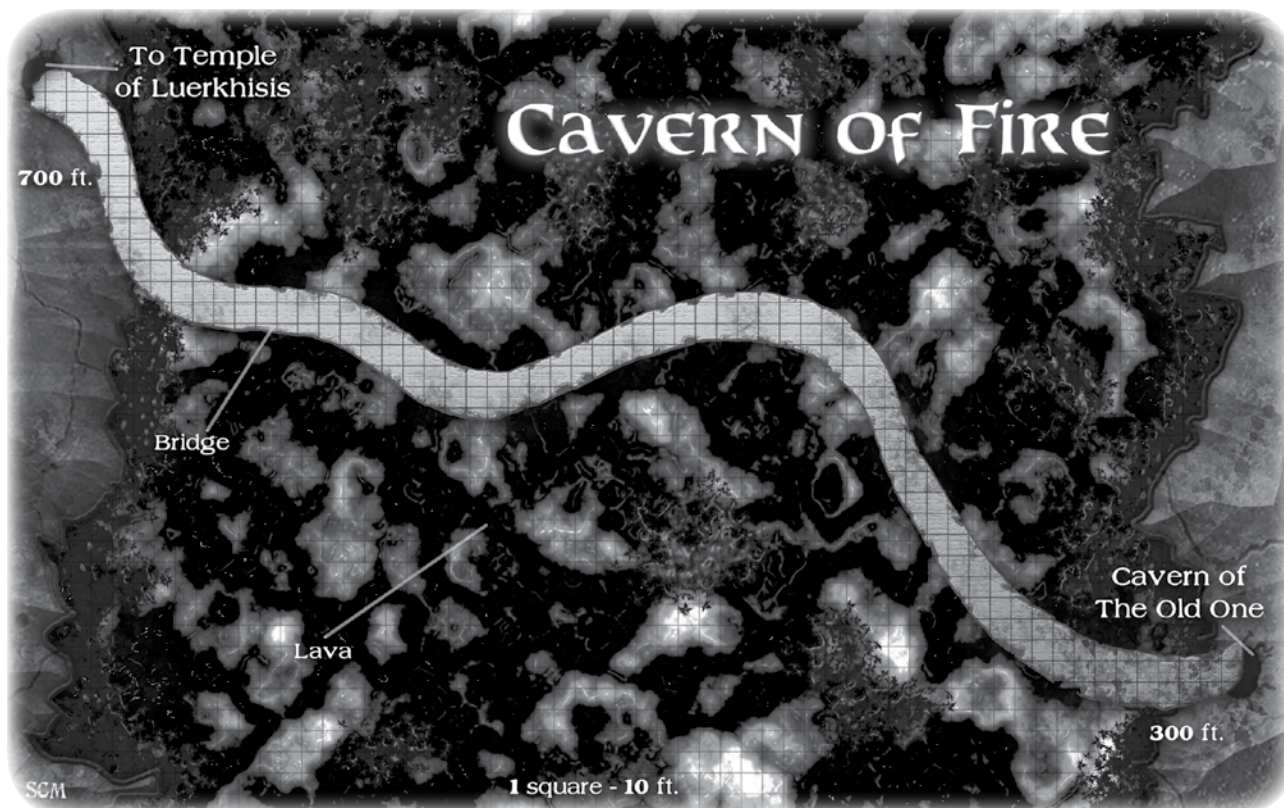
If the heroes explain the deception being wrought by the Queen of Darkness in Sanction, the good dragons are freed from their Oath and make immediate preparations to join the war against the forces of evil. If they do not explain this, the good dragons will imprison the party on the island, leaving them free to walk around, but unable to leave.

DRAGON STEEDS

If the good dragons join the war against evil, several of them offer themselves as steeds to the heroes. Of course, D'argent will not ride a dragon; instead, she will offer to carry a hero on her back.

Allow each player to roll on the following table to determine what type of dragon steed is offered to their hero.

It is important to remember, as DM, that each of these dragons is an intelligent and proud individual. They do not tolerate being treated as servants, or beasts of burden, by their riders.



Stored on the Isle of Dragons since the last Dragon War is a collection of saddles, once used to carry the Knights of Solamnia into battle on dragonback. These saddles are brought out for the player characters' use.

Aurumnus informs the heroes that he is aware that a number of *dragonlances* have been delivered to Palanthas. If the heroes do not have enough mounted *dragonlances* to outfit all party members, Aurumnus suggests that the characters and their mounts travel there to outfit for war against the evil dragons.

Hearing of Takhisis's treachery and the horrible fate of the eggs ignites a burning hatred in the hearts of the good dragons. They are determined to storm Sanction and recover

their eggs. Most of the dragons (about 200) will head to Sanction. They ask the heroes to join them and provide air cover and reconnaissance while the riderless dragons invade the Temple of Luerkhisis. The heroes may go along with the dragons or they may decide to go elsewhere with their steeds (refer the **Battle in the Air** scene if the heroes decide not to return to Sanction).

The dragons will agree to wait for two days if the heroes need to go to Palanthas to get *dragonlances*, but they will accept no other delays in their quest for vengeance.

RETURN TO PALANTHAS

Run this scene if the heroes return to Palanthas to get the *dragonlances*. Read the section of boxed text to the players to describe the heroes' first journey on dragonback.

DRAGON STEED DETERMINATION TABLE

Die Roll Dragon Age and Color

1 - 12	Old Brass
13 - 20	Very Old Brass
21 - 27	Ancient Brass
28 - 37	Old Bronze
38 - 46	Very Old Bronze
47 - 54	Ancient Bronze
55 - 63	Old Copper
64 - 71	Very Old Copper
72 - 75	Ancient Copper
76 - 83	Old Silver
84 - 89	Very Old Silver
90 - 91	Ancient Silver
92 - 95	Old Gold
96 - 98	Very Old Gold
99 - 00	Ancient Gold

The mighty serpents crouch expectantly, their huge wings slowly fanning, practicing for the powerful strokes that will carry you through the air. Suddenly, iron muscles flex and the dragons leap into the air!

Swiftly the ground falls away. The saddles seem secure, but the effect is still dizzying. The flight moves out over the wave-tossed ocean, soaring steadily to the south. Necks and tails extended to streamline their flight, the good dragons seem eager to join the war.

The heroes will find that riding on dragons is the easiest and most exhilarating way to travel across the face of Krynn. In less than a day they reach Palanthas, covering an expanse of ocean that would require several weeks to cross by ship.

The landing in Palanthis is dramatic to say the least. People run screaming from the sight of the mighty serpents and their riders. An armed force of Solamnic Knights gathers to confront the dragons and their riders as they land. They are puzzled and suspicious, but recognize that the colors of these new dragons are unlike any that have been seen with the Dragon Emperors' armies. Thus they do not attack immediately.

Nonetheless, it takes significant persuasion on the part of the heroes to convince the people of Palanthis that their intentions are peaceful, and their dragons good. Once this is accomplished, the heroes are informed that 10 mounted *dragonlances* have been delivered to Palanthis aboard a ship from Ergoth. One of these is provided for each rider, mounted onto the saddle by a clever system of pivots and straps.

DRAGONS TO WAR!

This scene occurs as soon as the heroes have mounted *dragonlances* (after the scene **Return to Palanthis**, or **Confrontation** if the heroes brought mounted *dragonlances* with them).

Read both sections of boxed text only if this is the heroes' first ride on dragonback. Skip the first section and read only the second boxed section if the heroes traveled to Palanthis on dragonback in **Return to Palanthis**.

The mighty serpents crouch expectantly, their huge wings slowly fanning, practicing for the powerful strokes that will carry them through the air. Suddenly, iron muscles flex and the dragons leap into the air.

The air around you is filled with glistening metallic colors as hundreds of dragons launch into flight. Their mighty wings flap thunderously as the dragons strain upward.

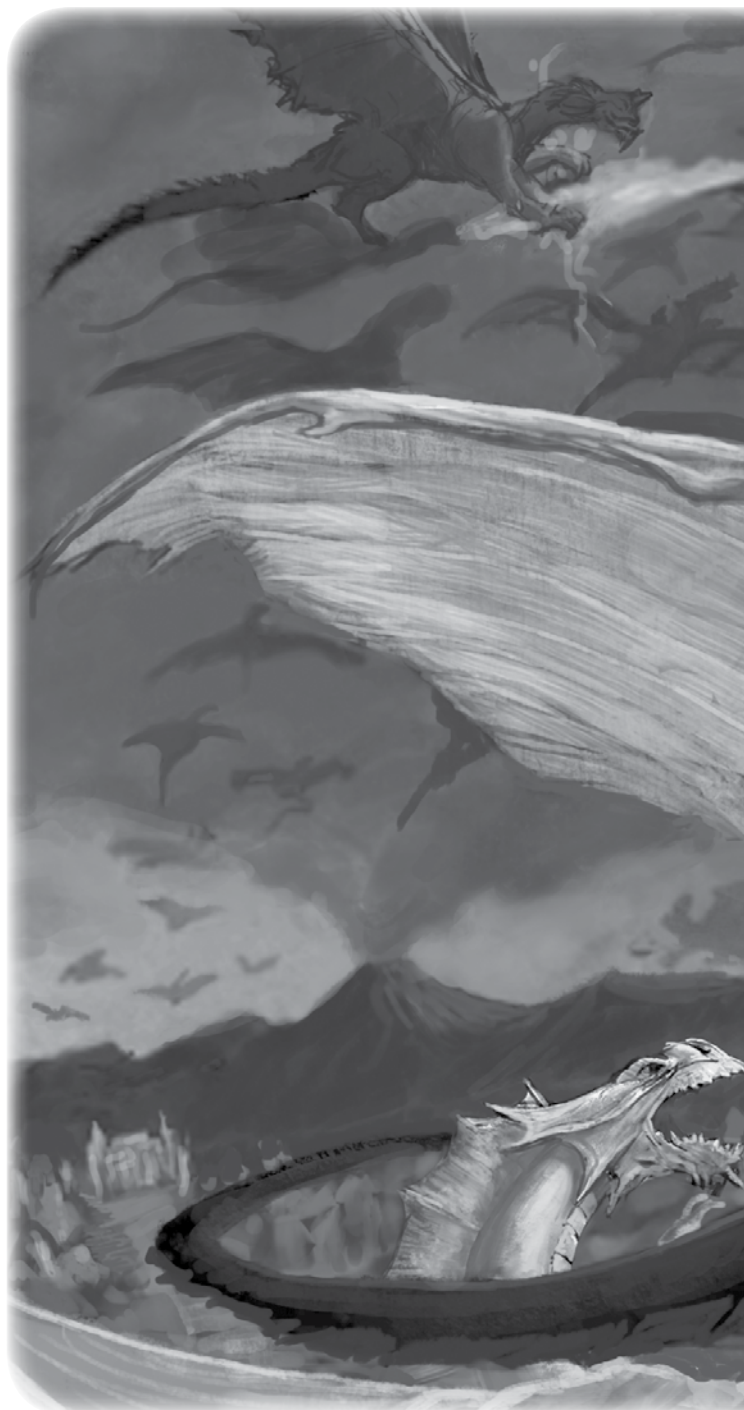
Swiftly the ground falls away. The saddles seem secure, but the effect is still dizzying. The army of dragons moves out over the wave-tossed ocean, soaring steadily to the southeast. Necks and tails extended to streamline their flight, the good dragons are eager to exact their vengeance.

The flight to Sanction takes two days, with several stops for food and other necessities. The dragons head toward the Temple of Luerkhis. Their immediate concern is the safe return of their eggs. They will not hesitate in their attack on the temple, reasoning that delays mean more eggs perverted. They attack every creature within the temple, except Cymbol, if he is still there.

Once in Sanction, the riderless dragons dive at the temple entrance. All of the gold, silver, and bronze dragons change shape into the form of bats, and then speed through the temple toward the egg chamber. The other good dragons land at the entrance, lumbering into the temple. Several dragons

stop at the doorway and use spells, breath weapons, and natural weaponry to prevent evil ground troops from entering the temple gates.

The heroes' duty is to guard the airways and warn of any approaching evil forces. Ariakas has not been idle since the heroes' intrusion into his domain. Realizing that trouble might come soon, he called in reinforcements. He now commands nine old blue dragons and three very old red dragons, in addition to several hundred draconians and assorted humanoid monsters; Ariakas himself, however, is nowhere to be found. The evil dragons take flight to challenge the heroes and their mounts as the temple is being invaded. Read the following to the players.



The thrill and fear of battle grips you as you watch the good dragons invade the evil Temple of Luerkhis far below you. Draconians, ogres, and minotaurs are dashed aside like leaves in the dragons' enraged charge through the temple doors. Several bronze dragons stop at the entrance and hold the evil hordes at bay.

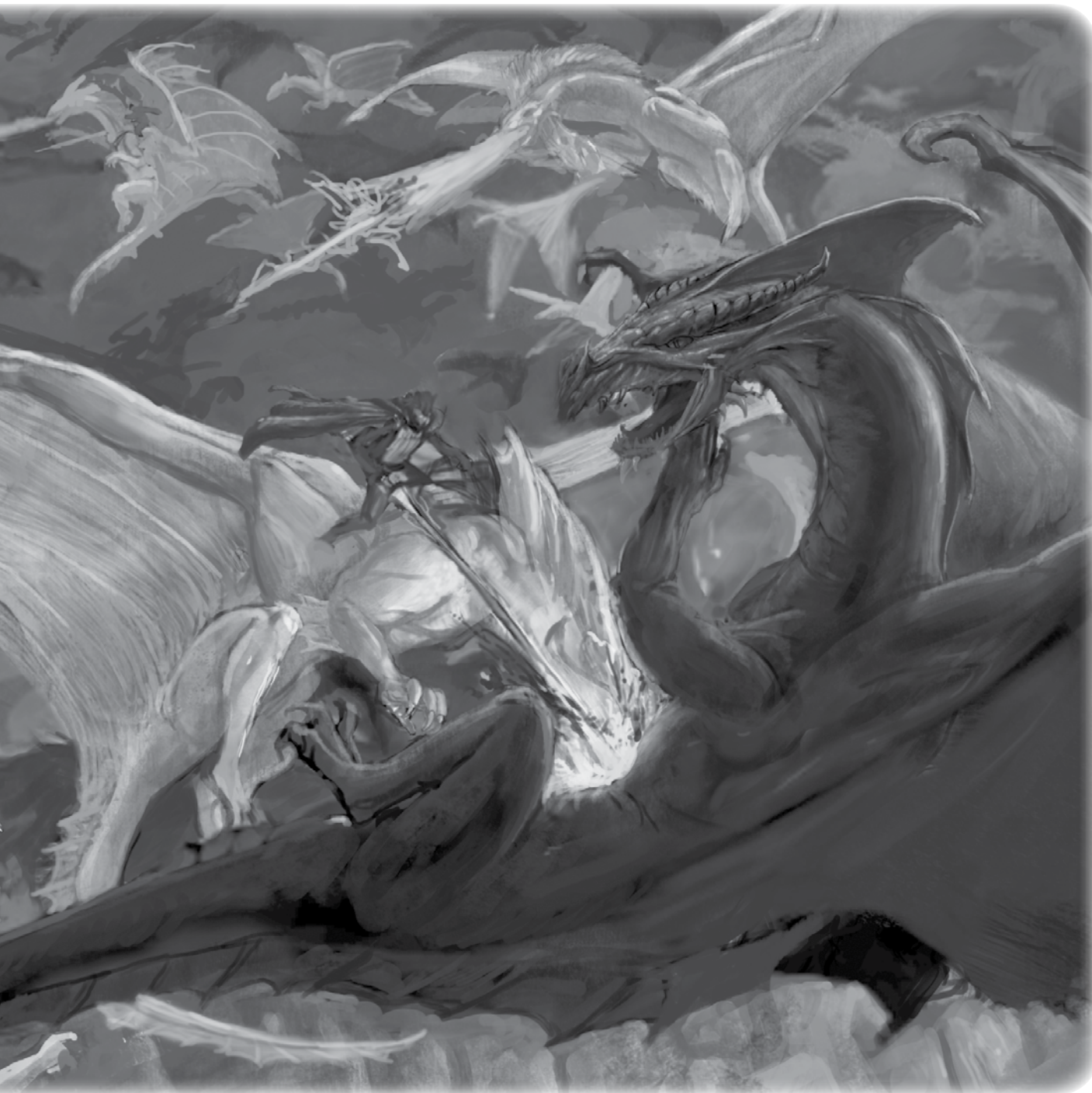
The streets of Sanction are also the site of bloody battle as the trod-upon humans, emboldened by the dragons' attack, at last fight back against their oppressors. You see brave shadow warriors fighting side-by-side with the

humans. More shadow warriors glide down upon bewildered draconians. The natives of Sanction are exacting their revenge!

Suddenly, you hear the roar of other dragons. Below you a flight of blue and red dragons soars upward. Your dragons roar challenges—a whirling, confused aerial melee is joined!

RUNNING THE AERIAL BATTLE

Consult the *Dragonlance Campaign Setting*, pages 242-249, for the rules on conducting aerial combat. The saddles the heroes are using have a few combat advantages. Each is





equipped with a wide shield created out of dragon scales. When a breath weapon strikes a rider protected by this shield, the shield gives the rider a +2 to the saving throw. In addition, the character receives only half damage if he fails the saving throw and no damage if the save is successful.

The mounted *dragonlances* are designed to swivel upward and away when they strike a target in the air. They cannot be used to attack a creature lower than the path of the attacking dragon (i.e., the dragon carrying the *dragonlance* must pass under the target).

The heroes find themselves in a fight with all twelve evil dragons (three red, nine blue) that Ariakas has at his command. The red dragons will attack the most powerful good dragons, leaving the blues to handle the rest. There are more evil dragons than heroes on good dragons so several blue dragons will fly around the battle, waiting to take the place of a dead or defeated evil dragon. No good dragon reinforcements will appear until the 21st round of the aerial battle (it takes the good dragons that long to secure the temple and establish control over the egg rooms).

There are two heavy catapults located on either side of the temple. They have a range of 360 feet. They can fire at aerial targets at an altitude of 480 feet or less. Ten kapak draconians attend each catapult. They will fire if a good dragon defeats his opponent or breaks free of the fight.

The evil ground troops are wiped out soon after the good dragons reemerge from the Temple of Luerkhis. Sanction is once again in the hands of its natives and the Dragonarmy has suffered a disastrous defeat with the loss of the city and the capture of the Altar of Corruption.

Ariakas does not appear during the battle, nor does a search of the city locate him.

THE BATTLE IN THE AIR

If the heroes choose not to accompany the dragons to Sanction, they will still have an aerial combat. Let the heroes decide where they wish to fly with their newly acquired mounts. They will encounter the 12 evil dragons. This scene occurs wherever and whenever you wish, and should be conducted more or less the same as the standard scene above Sanction.

The evil dragons are flying at 500 feet when the heroes spot them. The heroes begin with the advantage of surprise because the evil dragons do not expect to see opponents in the air. Every 300 feet of altitude the good dragons are above the evil dragons adds 1 to the heroes' initiative checks.

EPILOGUE

When victory is achieved against the evil dragons and the eggs have been recovered, read or paraphrase the following:

The winds off the northern sea now carry the balmy promise of spring. The snow has retreated into the highest parts of the mountains, and green is once again the color of the plains. What has proven to be one of the most terrible winters in the history of Krynn has finally passed. The destruction wrought by the war remains, and many fields will lie fallow through the new growing season, for there is no one to tend them. Yet in other places—places where the evil forces have not yet wreaked their havoc—crops will grow food, which will again be plentiful.

The war goes on. Vingaard, Solanthus, Thelgaard, and all the other battlefields on the war-torn surface of Krynn continue to be watered with the blood of the wounded and dying. The might of the Dragonarmies is vast, and their numbers seemingly endless. But, for the first time, there is a chance of meeting the Dragon Emperors on the field of battle and defeating them. The once-unstoppable force of an evil dragon and its rider has met its match with the return of the dragons of good.

Certainly the road to victory will be long and hard. But, from the lowest ranking pageboy serving the Knights of Solamnia, to the generals and heroes who hold the fate of the world in their hands, there is a growing feeling that the war might eventually end in triumph. The long journey to victory may have finally begun.

This ends *Dragons of Winter*, the second book of the *Dragonlance Classics* campaign. In victory or defeat, the heroes have taken the war into the skies and have met the evil minions of the Queen of Darkness on their own terms. Certainly, the combination of good dragons and the potent *dragonlances* gives the forces of good an opportunity to stem the tide of evil that has hitherto swept the face of Krynn.

Dragons of Spring moves the epic story into its third and final book. The players take the roles of those heroes who, in Chapter 5: Ice, were separated from the heroes of this adventure. New heroes may arise in the third book, just as Aran, Brian, and the others joined the cause in this one. At the final battle in Neraka, where the Queen of Darkness will finally be confronted, the players will have the option of playing either their heroes in *Dragons of Spring* or the ones they have just played through *Dragons of Winter*—or any combination of player heroes!

If have enjoyed the *Dragonlance Classics* saga thus far, be sure to pick up the concluding part of the trilogy!

APPENDIX A: MONSTERS, MAGIC, AND MEN

This appendix contains all of the statistics blocks needed to run *Dragons of Winter*. The stat blocks are divided into four chapters, and within each chapter they are further separated into “Leaders and Personalities” and “Minions, Monsters, and Minor Characters.” In each group, the stat blocks are arranged alphabetically. Within the text of the adventure, page references will direct you to this Appendix so that you can quickly locate the NPC or monster you need without searching for it.

SCALING THE ADVENTURE

Because this adventure has been designed to accommodate both a large group of heroes and a standard 4-party group, there are places where the opposition may not seem appropriate for the specific heroes your players have chosen. In these cases, it is a simple enough matter to increase or decrease the number of foes to better approximate the level of challenge they can confront. You should also feel free to add or remove character class levels from foes, introduce new or additional creatures, or tweak their statistics to include rules from other d20 sourcebooks as you like. One key thing to remember is that you are the only person who can truly know what will work best for your group. Try the adventure as written, and if things need adjusting, go ahead and make changes.

CHAPTER FIVE: ICE

LEADERS AND PERSONALITIES

ALSTED CREED CR 7

Male civilized human noble 2/rogue 5

NG Medium humanoid

Init +7; Senses Listen +11, Spot +11

Languages Abanasinian, Common

AC 18, touch 13, flat-footed 15; uncanny dodge
hp 36 (7 HD)

Fort +2, Ref +10, Will +5; evasion

Speed 30 ft.

Melee +1 *short sword* +8 (1d6/19-20) or

Melee +1 *short sword* +6 (1d6/19-20) and
mwk short sword +6 (1d6-1/19-20)

Ranged mwk light crossbow +8 (1d8/19-20)

Base Atk +4; Grp +3

Atk Options Combat Reflexes, sneak attack
+3d6, Two-Weapon Fighting

Special Actions inspire confidence 1/day

Abilities Str 8, Dex 16, Con 12, Int 10, Wis 13, Cha 14

SQ bonus class skill (Survival), favor +1,

trap sense +1, trapfinding

Feats Combat Reflexes^B, Improved Initiative,

Two-Weapon Fighting, Weapon Finesse

Skills Bluff +12, Diplomacy +10, Gather Information

+10, Hide +7*, Intimidate +4, Knowledge (local)

+5, Listen +11, Move Silently +7*, Sense Motive

+6, Sleight of Hand +9*, Spot +11, Survival +6

* includes adjustments for a -1 armor

check penalty (-2 for Swim)

Possessions +1 *chain shirt*, +1 *short sword*, mwk

short sword, mwk light crossbow with 20 bolts

BORLL FENSTAFF

CR 7

Male civilized human fighter 7

CN Medium humanoid

Init +3; Senses Listen -1, Spot -1

Languages Abanasinian, Common, Elven, Kharolian

AC 17, touch 13, flat-footed 14; Dodge, Mobility

hp 43 (7 HD)

Fort +5, Ref +5, Will +1

Speed 30 ft.; Spring Attack

Melee +1 *rapier* +11/+6 (1d6+2/18-20) or

Ranged mwk light crossbow +11 (1d8+1/19-20)

Base Atk +7; Grp +8

Atk Options Combat Expertise, Combat Reflexes,
Improved Disarm, Whirlwind Attack

Abilities Str 13, Dex 16, Con 10, Int 14, Wis 8, Cha 12

Feats Combat Expertise^B, Combat Reflexes, Dodge^B,

Improved Disarm, Mobility^B, Spring Attack^B,

Weapon Finesse, Whirlwind Attack^B

Skills Balance +5, Bluff +9, Climb +5,

Diplomacy +3, Disguise +1 (+3 in character),

Intimidate +13, Jump +7, Tumble +11

Possessions +2 *leather armor*, +1 *rapier*,

mwk light crossbow with 20 bolts

DEREK CROWNGUARD CR 10

Male civilized human noble 4/fighter

4/legendary tactician 2

LN Medium humanoid

Init +1; Listen +2, Spot +2

Languages Common, Ergot, Solamnic

AC 24, touch 11, flat-footed 23

hp 83 (10 HD)

Resist Honor-bound

Fort +12, Ref +7, Will +7

Speed 20 ft. (*armor*); base 30 ft.

Melee +1 *keen longsword* +14/+9 (1d8+4/17-20)

Base Atk +9; Grp +12

Atk Options Mounted Combat, Ride-
By Attack, Spirited Charge

Special Actions inspire confidence 2/day, inspire courage (+2, 2/day)

Abilities Str 17, Dex 13, Con 16, Int 12, Wis 11, Cha 16
SQ bonus class skill (Search), coordinate +1, favor +2, leadership +1

Feats Alertness, Honor-bound^B, Leadership, Mounted Combat^B, Ride-By Attack^B, Spirited Charge^B, Stubborn, Weapon Focus (longsword)

Skills Diplomacy +18, Gather Information +10, Handle Animal +8, Intimidate +19, Knowledge (nobility and royalty) +11, Listen +2, Ride +17, Search +8, Spot +2, Survival +0 (+2 when following tracks)

Possessions +2 *full plate*, +1 *heavy steel shield*, +1 *keen longsword*, dagger, cloak of resistance +1

FEAL-THAS CR 13

Male Silvanesti elf wizard 5/fighter 3/
winternorn 4/dragon highlord 1

CE Medium humanoid

Towers of High Sorcery (Winternorn prestige class)

Init +3; **Senses** *elvensight* (darkvision 30 ft., low-light vision); Listen +2, Spot +2

Languages Common, Elven, Nerakese, Kothian, Thanoi

AC 20, touch 13, flat-footed 17

hp 46 (13 HD)

Immune *sleep*

Resist cold 10, fire 10 (*armor*)

Fort +7, **Ref** +6, **Will** +11 (+13 against enchantments and +15 against frightful presence of dragons)

Speed 30 ft.

Melee +1 *keen longsword* +13/+8 (1d8+5/17-20)

Base Atk +7; **Grp** +11

Atk Options demoralize (1 round), Mounted Combat

Special Actions cold summoning, ice magic, motivate troops +1, wyrd 1/day

Combat Gear *brooch of shielding* (43 hp remaining)

Wizard Spells Prepared (CL 9th, +11 melee touch, +10 ranged touch; arcane spell failure 20%)

5th—*cone of cold* (DC 18)

4th—*lightning bolt* (stilled, DC 16), *wall of ice*

3rd—*fireball* (DC 16), *scorching ray* (stilled), *sleet storm*, *summon monster II* (stilled)

2nd—*blur*, *detect thoughts* (DC 16), *flaming sphere* (DC 15), *protection from arrows*, *scorching ray* (x2)

1st—*burning hands* (DC 14), *charm person* (DC 14), *expeditious retreat*, *identify*, *summon monster I*

0—*acid splash*, *ray of frost*, *resistance*, *touch of fatigue* (DC 13)

Abilities Str 18, Dex 17, Con 10, Int 16, Wis 11, Cha 8
SQ summon familiar

Feats Combat Casting, Leadership, Mounted Combat^B, Resist Dragonfear, Scribe Scroll^B, Silent Spell^B, Spell Focus (divination), Still Spell, Weapon Focus (longsword)^B

Skills Concentration +10, Diplomacy +1, Intimidate +10, Knowledge (arcana) +12, Knowledge (nature) +5, Listen +2, Ride +10, Search +5, Sense Motive +10, Spellcraft +18, Spot +2, Survival +12, Use Magic Device -1 (+1 involving scrolls)

Possessions combat gear plus +1 *dragonarmor* of fire resistance, +1 *buckler*, +1 *keen longsword*, boots of the winterlands

Spellbook Prepared spells plus: all 0-level spells; 1st—*chill touch*, *comprehend languages*, *detect secret doors*, *detect undead*, *disguise self*, *shocking grasp*, *true strike*; 2nd—*locate object*, *resist energy*, *see invisibility*, *shatter*, *whispering wind*; 3rd—*arcane sight*, *clairaudience/clairvoyance*, *dispel magic*, *protection from energy*, *summon monster III*, *wind wall*; 4th—*arcane eye*, *detect scrying*, *fire shield*, *ice storm*, *scrying*, *summon monster IV*; 5th—*summon monster V*, *telepathic bond*, *teleport*

Cold Summoning (Ex) Whenever Feal-Thas casts a *summon monster* spell, he may summon a cold element creature rather than a celestial or fiendish creature.

Ice Magic (Ex) Feal-Thas may change the energy type of any spell he casts to cold. Damage caused by such a spell that normally belongs to another energy type, such as fire or electricity, changes to cold damage. Spells that deal untyped or force damage, such as *magic missile*, are unaffected by this ability.

Wyrd (Su) Feal-Thas becomes aware of eddies and currents in the River of Time created by the lives of mortals. This knowledge takes the form of brief and intense moments of insight. Once a day, Feal-Thas may select a target individual and gain +10 insight bonus on any one Sense Motive skill check, Knowledge skill check, or initiative check involving the target.

GALESWEPT CR 10

Female nomad human barbarian 10

N Medium humanoid

Init +3; **Senses** Listen +13, Spot +0

Languages Common, Kharolian

AC 18, touch 13, flat-footed 18; Dodge, improved uncanny dodge, Mobility, uncanny dodge

hp 91 (10 HD); DR 2/-

Fort +8, **Ref** +6, **Will** +3

Speed 40 ft.

Melee +2 *short sword* +15/+10 (1d6+3/19-20) or

Melee +2 *short sword* +13/+8 (1d6+3/19-20) and +1 *dagger* +12 (1d4+2/19-20)

Base Atk +10; **Grp** +11

Atk Options Combat Reflexes, Two-Weapon Fighting

Special Actions rage 2/day (7 rounds)

Abilities Str 13, Dex 16, Con 14, Int 8, Wis 10, Cha 12
SQ illiteracy, trap sense +3

Feats Combat Reflexes, Dodge^B, Mobility, Two-Weapon Fighting, Weapon Finesse

Skills Climb +3, Intimidate +14, Jump +3, Knowledge (nature) +1, Listen +13, Ride +12, Survival +13

Possessions +2 *studded leather armor*, +1 *dagger*, +2 *short sword*

Rage (Ex) When Galeswept rages, her statistics change as follows:

AC 16, touch 11, flat-footed 16

hp 111

Fort +10, **Will** +5

Melee +2 *short sword* +15/+10 (1d6+5/19-20) or

Melee +2 *short sword* +13/+8 (1d6+5/19-20)
and +1 *dagger* +12 (1d4+3/19-20)
Grp +13
Abilities Str 15, Con 18
Skills Climb +5, Jump +5

GILDENTONGUE CR 13

Male aurak draconian inquisitor 4

LE Medium dragon

Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +14, Spot +14

Languages Common, Draconic, Elven, Nerakese, Ogre, Solamnic

AC 20, touch 10, flat-footed 20; uncanny dodge
hp 114 (12 HD)

Immune disease, paralysis, *sleep*

SR 24

Fort +10, **Ref** +9, **Will** +13

Speed 30 ft.

Melee 2 claws +11 (1d4) and bite +6 (1d4) or

Ranged 2 energy rays +11 ranged touch (2d6)

Base Atk +11; **Grp** +11

Special Actions breath weapon 3/day (5 ft. cone, 1d4 Str and blindness [1d4 rounds], Reflex DC 19 negates), death throes (5 ft. radius, 3d6, Reflex DC 17 half)

Combat Gear *necklace of fireballs type V*

Sorcerer Spells known (CL 8th, +11

melee touch, +11 ranged touch)

4th (4/day)—*rainbow pattern* (DC 19)

3rd (6/day)—*hold person* (DC 18), *major image* (DC 18)

2nd (7/day)—*detect thoughts* (DC 16), *hideous laughter* (DC 17), *mirror image*

1st (7/day)—*cause fear* (DC 15), *charm person* (DC 16), *expeditious retreat*, *shield*, *silent image* (DC 16)

0 (6/day)—*arcane mark*, *daze* (DC 15), *detect poison*, *detect magic*, *ghost sound* (DC 15), *mage hand*, *message*, *read magic*

Spell-Like Abilities (CL 8th):

at will—*greater invisibility*, *suggestion* (DC 18)

3/day—*dimension step*, (as *dimension door* but 60-ft. range, self only plus items, equal to 3rd-level spell), *disguise self* (2d6+6 minutes)

1/day—*dominate person* (DC 20)

Abilities Str 10, Dex 10, Con 12, Int 19, Wis 13, Cha 19

SQ alternate form (3/day), draconian traits, erudite synergy, extreme focus 4/day, inspired by dragons, low metabolism, trap sense +5

Feats Alertness, Combat Casting, Persuasion, Spell Focus (enchantment), Spell Focus (illusion)

Skills Appraise +8, Bluff +14, Concentration +9, Diplomacy +19, Disguise +12 (+14 in character), Gather Information +21, Intimidate +19, Knowledge (history) +15, Knowledge (local) +19, Listen +14, Search +19, Sense Motive +12, Spot +14, Survival +1 (+3 when following tracks)

Possessions combat gear plus *bracers of armor* +4, *cloak of resistance* +2

Energy Rays (Sp) Gildentongue can generate rays of energy from his hands at will. These rays have a range of 60 feet and deal up to 4d6 points of force damage, divided any way he sees fit as long as each ray deals at least 1d6

points of force damage. (Gildentongue typically fires two rays for 2d6 damage each.) Gildentongue must make a ranged touch attack to hit with each ray. This ability is the equivalent of a 1st-level spell and has a caster level of 8.

HARALD HAAKAN CR 14

Male nomad human fighter 14

LG Medium humanoid

Init -1; **Senses** Listen +3, Spot +3

Languages Common, Ice Folk

AC 18, touch 9, flat-footed 18

hp 110 (14 HD)

Fort +11, **Ref** +3, **Will** +7

Speed 20 ft. (*armor*); base 30 ft.

Melee* *Frostreaver* +18/+13/+8 (1d12+15/19-20/x3)

* includes adjustments for a 5-point Power Attack

Base Atk +14; **Grp** +17

Atk Options Great Cleave, Power Attack

Abilities Str 17, Dex 8, Con 15, Int 10, Wis 12, Cha 13

Feats Alertness, Cleave^B, Disciplined, Endurance, Great Cleave^B, Greater Weapon Focus (greataxe)^B, Improved Critical (greataxe)^B, Leadership, Power Attack^B, Self-Sufficient, Skill Focus (Survival), Stubborn, Weapon Focus (greataxe)^B, Weapon Specialization (greataxe)^B

Skills Balance +0*, Concentration +4, Heal +3, Intimidate +15, Knowledge (nature) +2, Listen +3, Spot +3, Survival +11, Swim +9*

* includes adjustments for a -4 armor check penalty (-8 for Swim)

Possessions +2 *chain mail*, *Frostreaver* (+4 *greataxe*), *amulet of natural armor* +2

HARKOL WAYTHORN CR 6

Male civilized human warrior 7

LN Medium humanoid

Init +2; **Senses** Listen -1, Spot -1

Languages Abanasinian, Common, Kharolian, Plainsfolk

AC 16, touch 12, flat-footed 14

hp 50 (7 HD)

Fort +6, **Ref** +4, **Will** +1

Speed 30 ft.

Melee mwk longsword +10/+5 (1d8+2/19-20) or

Ranged composite longbow +9/+4 (1d8+2/x3)

Base Atk +7; **Grp** +9

Atk Options Combat Expertise, Improved Disarm

Abilities Str 14, Dex 15, Con 12, Int 14, Wis 8, Cha 10

Feats Combat Expertise, Education^B, Improved Disarm, Weapon Focus (longsword)

Skills Gather Information +5, Handle Animal +9, Intimidate +5, Knowledge (history) +14, Knowledge (local) +14, Knowledge (nature) +7, Ride +9, Survival -1 (+1 above ground)

Possessions +1 *studded leather armor*, mwk longsword, composite longbow [+2 Str] with 20 arrows

KIRAKAS CR 10**Male nomad human fighter 6/barbarian 4**

CE Medium humanoid

Init +2; **Senses** Listen +9, Spot +1**Languages** Common, PlainsfolkAC 18, touch 12, flat-footed 16; Dodge,
Mobility, uncanny dodge**hp** 83 (10 HD)**Fort** +11, **Ref** +5, **Will** +4**Speed** 40 ft.; Spring Attack**Melee*** +1 *greatsword* +12/+7 (2d6+17/19-20) or**Ranged** heavy crossbow +12 (1d10/19-20)

* includes adjustments for a 4-point Power Attack

Base Atk +10; **Grp** +14**Atk Options** Great Cleave, Power Attack**Special Actions** rage 2/day (7 rounds)**Combat Gear** *potion of cure moderate wounds***Abilities** Str 18, Dex 14, Con 14, Int 8, Wis 12, Cha 10**SQ** trap sense +1**Feats** Cleave, Dodge^B, Great Cleave, Leadership, Mobility,Power Attack^B, Spring Attack^B, Weapon Focus(greatsword)^B, Weapon Specialization (greatsword)**Skills** Intimidate +9, Jump* +12, Listen +9, Survival +9

* includes adjustments for a -1 armor

check penalty (-2 for Swim)

Possessions combat gear plus +2 *chain shirt*, +1 *greatsword*,*gauntlets of ogre power*, heavy crossbow with 10 bolts**Rage (Ex)** When Kirakas rages, his

statistics change as follows:

AC 16, touch 10, flat-footed 14

hp 103**Fort** +13, **Will** +6**Melee*** +1 *greatsword* +13/+8 (2d6+22/19-20)

* includes adjustments for a 5-point Power Attack

Grp +16**Abilities** Str 22, Con 18**Skills** Climb* +5, Jump* +14

* includes adjustments for a -1 armor

check penalty (-2 for Swim)

LILLITH HALLMARK CR 9**Female civilized human master 9**

NG Medium humanoid

Init +1; **Senses** Listen +4, Spot +4**Languages** Common, Ergot, Istarian, Kharolian, Solamnic

AC 13, touch 11, flat-footed 12

hp 25 (9 HD)**Fort** +2, **Ref** +4, **Will** +8**Speed** 30 ft.**Melee** +1 *dagger of defending* +7/+2 (1d4+1/19-20)**Base Atk** +6; **Grp** +6**Abilities** Str 10, Dex 12, Con 8, Int 16, Wis 14, Cha 14**SQ** knacks (complementary scholarship, linguist +5, lore +12), primary focus (sage), secondary focus (professional)**Feats** Alertness^B, Diligent, Education^B, Investigator, Sharp-Eyed, Skill Focus (Appraise)^B, Skill Focus (DecipherScript)^B, Skill Focus (Knowledge [history])**Skills** Appraise +14, Bluff +6, Concentration +3, Decipher

Script +17, Diplomacy +7, Forgery +12, Gather

Information +13, Knowledge (arcana) +21, Knowledge

(geography) +19, Knowledge (history) +24, Knowledge

(religion) +19, Listen +4, Profession (librarian) +12,

Search +16, Sense Motive +7, Spellcraft 8 (+10 to decipher

spells on scrolls), Spot +4, Survival +2 (+4 to keep from

getting lost or for avoiding hazards and when following

tracks), Use Magic Device +7 (+9 involving scrolls)

Possessions +1 *dagger of defending*, *bracers of armor* +2**NESTOR RIGITT CR 7****Male civilized human expert 8**

N Medium humanoid

Init +2; **Senses** Listen +1, Spot +1**Languages** Abanasinian, Common

AC 12, touch 12, flat-footed 10

hp 38 (8 HD)**Fort** +3, **Ref** +4, **Will** +7**Speed** 30 ft.**Melee** unarmed strike +5/+0 (1d3-1 nonlethal)**Base Atk** +6; **Grp** +5**Abilities** Str 8, Dex 14, Con 12, Int 11, Wis 13, Cha 16**Feats** Hagglor, Negotiator, Persuasive^B, Skill

Focus (Craft [gemcutting])

Skills Appraise +13 (+15 related to gemcutting), Bluff

+18, Craft (gemcutting) +14, Diplomacy +20,

Disguise +3 (+5 in character), Gather Information

+11, Intimidate +7, Knowledge (local) +5,

Profession (miner) +12, Sense Motive +14

PORKALL FRENBUSTER CR 5**Male civilized human master 5**

N Medium humanoid

Init -1; **Senses** Listen +10, Spot +2**Languages** Abanasinian, Common, Kharolian

AC 9, touch 9, flat-footed 9

hp 31 (5 HD)**Fort** +2, **Ref** +0, **Will** +7**Speed** 30 ft.**Melee** crowbar +1 (1d6)**Base Atk** +3; **Grp** +3**Atk Options** Improvise Weapon**Abilities** Str 10, Dex 8, Con 13, Int 12, Wis 14, Cha 16**SQ** knacks (fast talk +2, jack of all trades),

primary focus (profession)

Feats Improvise Weapon, Negotiator^B, Skill Focus(Diplomacy), Street Smart^B, Stubborn^B**Skills** (80) Appraise +9, Bluff +13, Diplomacy +20,

Disguise +3 (+5 in character), Gather Information

+15, Handle Animal +11, Heal +6, Intimidate +7,

Knowledge (local) +9, Listen +10, Profession (steward)

+12, Ride +1, Sense Motive +12, Survival +6

Possessions crowbar (as club)

RAGGART KNUG CR 10

Male civilized human heathen cleric 10

LG Medium humanoid

Init -1; **Senses** Listen +4, Spot +4**Languages** Common, Ice Folk, Kharolian

AC 14, touch 9, flat-footed 14

hp 79 (10 HD)**Fort** +12, **Ref** +2, **Will** +9**Speed** 30 ft.**Melee** light mace +6/+1 (1d6-1)**Base Atk** +7; **Grp** +6**Abilities** Str 8, Dex 9, Con 17, Int 12, Wis 15, Cha 8**Feats** Alertness^B, Craft Magic Arms and Armor, Great Fortitude, Self-Sufficient, Track**Skills** Heal +17, Knowledge (arcana) +5, Knowledge (religion) +14, Listen +4, Search +6, Spellcraft +5, Spot +4, Survival +8 (+10 when following tracks)**Possessions** +2 *leather armor*, light wooden shield, light mace, explorer's outfit, furs, icepick and carving tools**Heathen Cleric** Raggart has levels in the cleric class without any spellcasting progression or ability to turn undead. Raggart's Craft Magic Arms and Armor feat allows him to create *frostreavers* only. When he learns of the true gods and experiences an epiphany, he will gain the usual class features of a cleric of Kiri-Jolith of his level and gain the full use of his item creation feat.**RONOX DE-JASKA CR 12**

Male minotaur fighter 9/legendary tactician 3

LE Medium humanoid

Init +3; **Senses** Listen +1, Spot +1**Languages** Common, Kothian

AC 17, touch 9, flat-footed 17

hp 92 (12 HD)**Fort** +11, **Ref** +3, **Will** +8 (+12 against frightful presence of dragons)**Speed** 30 ft.**Melee*** +1 *frost greataxe* +13/+8 (1d12+19/x3 plus 1d6 frost) and gore +6 (1d6+9) or**Melee** gore +18 (2d6+6) when charging

* includes adjustments for a 5-point Power Attack

Base Atk +12; **Grp** +16**Atk Options** Great Cleave, Power Attack**Special Actions** direct troops, inspire courage (+2, 2/day)**Abilities** Str 19, Dex 8, Con 14, Int 11, Wis 12, Cha 9**SQ** leadership bonus +2**Feats** Cleave, Great Cleave^B, Improved Initiative^B, Iron Will, Leadership, Power Attack^B, Resist Dragonfear, Stubborn, Weapon Focus (greataxe)^B, Weapon Specialization^B**Skills** Bluff +2, Diplomacy +7, Intimidate +9, Ride +9, Sense Motive +4, Swim +4*, Use Rope +1

* includes adjustments for a -1 armor check penalty (-2 for Swim)

Possessions +2 *dragonarmor*, +1 *frost greataxe***SLEET CR 15**

Female old white dragon

CE Huge dragon (cold)

Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +25, Spot +25**Aura** frightful presence (DC 23, 240 ft., HD 23 or fewer)**Languages** Common, Draconic, Nerakese

AC 31, touch 8, flat-footed 31

hp 276 (24 HD); **DR** 10/magic**Immune** cold, paralysis, *sleep***SR** 21**Fort** +19, **Ref** +14, **Will** +15**Weakness** vulnerability to fire**Speed** 60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.**Melee*** bite +21 (2d8+19) and 2 claws each +16 (2d6+14) and 2 wings each +16 (1d8+14) and tail slap +16 (2d6+23)

* includes adjustments for a 10-point Power Attack

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)**Base Atk** +24; **Grp** +41**Atk Options** Cleave, Flyby Attack, Flyby Breath, Power Attack, Snatch, Strafing Breath**Special Actions** breath weapon (50 ft. cone, 8d6 cold, Reflex DC 27 half), crush (2d8+13, Reflex DC 27 negates), Hover, Wingover**Sorcerer Spells Known** (CL 5th, +31

melee touch, +22 ranged touch)

2nd (3/day)—*resist energy*1st (7/day)—*chill touch* (DC 13), *hold portal*, *obscuring mist*0 (6/day)—*daze* (DC 12), *light*, *mage hand*, *ray of frost*, *resistance*, *touch of fatigue* (DC 12)**Spell-Like Abilities** (CL 8th):3/day—*fog cloud*, *gust of wind*, *freezing fog***Abilities** Str 29, Dex 10, Con 21, Int 12, Wis 13, Cha 12**SQ** icewalking**Feats** Cleave, Flyby Attack, Flyby Breath, Hover, Improved Initiative, Lightning Reflexes, Power Attack, Snatch, Strafing Breath, Wingover**Skills** Bluff +7, Concentration +5, Diplomacy +3, Escape Artist +14, Hide +16, Intimidate +15, Knowledge (nature) +17, Listen +25, Move Silently +24, Search +25, Spot +25, Swim +33**THE WHITE BEAR CR 6**

Advanced polar bear

N Large animal

Init +1; **Senses** low-light vision, scent; Listen +7, Spot +9

AC 16, touch 10, flat-footed 15

hp 102 (12 HD)**Fort** +8, **Ref** +8, **Will** +4**Speed** 40 ft.; Run**Melee** 2 claws +16 (1d8+8) and bite +14 (2d6+4)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +9; **Grp** +21**Atk Options** improved grab**Abilities** Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6**Feats** Endurance, Improved Natural Armor, Multiattack, Run, Track

Skills Hide -2*, Listen +7, Spot +9, Swim +16
Skills (Ex) *The White Bear's white coat bestows a +12 racial bonus on Hide checks in snowy areas.

Minions, Monsters, and Minor Characters

Adult Blue Dragon CR 14

LE Huge dragon (earth)

Init +0; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +29, Spot +29

Aura frightful presence (DC 25, 180 ft., HD 20 or fewer)

Languages Common, Draconic, Nerakese, Nordmaarian

AC 28, touch 8, flat-footed 20

hp 241 (21 HD); DR 5/magic

Immune electricity, paralysis, *sleep*

SR 21

Fort +17, **Ref** +12, **Will** +15

Speed 40 ft., burrow 20 ft., fly 150 ft. (poor)

Melee* bite +17 (2d8+18) and 2 claws each +15 (2d6+14) and 2 wings each +15 (1d8+14) and tail slap +15 (2d6+22)

* includes adjustments for a 10-point Power Attack

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Base Atk +21; **Grp** +37

Atk Options Cleave, Flyby Attack, Flyby Breath, Power Attack, Strafing Breath

Special Actions breath weapon (100-ft. line, 12d8 electricity, Reflex DC 25 half), crush (2d8+12, Reflex DC 25 negates)

Sorcerer Spells Known (CL 5th, +27

melee touch, +19 ranged touch)

2nd (5/day)—*bull's strength*, *cat's grace*

1st (7/day)—*feather fall*, *hold portal*, *shield*, *shocking grasp*

0 (6/day)—*detect magic*, *flare* (DC 13), *light*, *prestidigitation*, *resistance*, *touch of fatigue* (DC 13)

Spell-Like Abilities (CL 6th):

3/day—*create/destroy water* (DC 23), *ventriloquism* (DC 14)

Abilities Str 27, Dex 10, Con 21, Int 16, Wis 17, Cha 16

SQ sound imitation

Feats Ability Focus (frightful presence),

Alertness, Cleave, Flyby Attack, Flyby Breath, Multiattack, Power Attack, Strafing Breath

Skills Concentration +17, Diplomacy +17, Escape Artist +24, Hide +16, Intimidate +27, Knowledge (arcana) +15, Knowledge (geography) +15, Knowledge (nature) +15, Listen +29, Search +27, Sense Motive +15, Spot +29, Survival +3 (+5 above ground, to keep from getting lost or for avoiding hazards, and when following tracks; +7 following tracks above ground)

Advanced Remorhaz CR 10

N Gargantuan magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Listen +12, Spot +13

AC 22, touch 8, flat-footed 20

hp 200 (16 HD)

Fort +18, **Ref** +12, **Will** +8

Speed 30 ft., burrow 20 ft.

Melee* bite +19 (4d8+22)

* includes adjustments for a 10-point Power Attack

Space 20 ft.; **Reach** 15 ft.

Base Atk +16; **Grp** +40

Atk Options Awesome Blow, Improved Bull Rush, improved grab, Power Attack, swallow whole

Special Actions heat

Abilities Str 35, Dex 14, Con 25, Int 5, Wis 12, Cha 10

Feats Awesome Blow, Improved Bull Rush,

Improved Natural Attack (bite), Iron Will,

Power Attack, Weapon Focus (bite)

Skills Listen +12, Spot +13

Assassins CR 7

Male or female civilized human rogue 5/assassin 2

NE Medium humanoid

Modified *War of the Lance* variant

Init +7; **Senses** Listen +9, Spot +9

Languages Abanasinian, Camptalk, Common, Kharolian

AC 17, touch 13, flat-footed 14; improved uncanny dodge, uncanny dodge

hp 35 (7 HD)

Fort +2 (+3 against poison), **Ref** +10, **Will** +0; evasion

Speed 30 ft.

Melee mwk dagger +8 (1d4+1/19-20 plus poison) or +1 *longsword* +8 (1d8+2/19-20)

Base Atk +4; **Grp** +5

Atk Options Combat Expertise, death attack (DC 14), favored enemy humans +2, Improved Feint, poison (DC 18, 1d6 Str/1d6 Str), sneak attack +4d6

Combat Gear one dose Large scorpion venom (already applied)

Abilities Str 13, Dex 16, Con 12, Int 14, Wis 8, Cha 10

SQ poison use, trap sense +1, trapfinding

Feats Combat Expertise, Improved Feint, Improved Initiative, Weapon Finesse^B

Skills Balance +13, Bluff +10, Diplomacy +2, Disguise +8 (+10 in character), Gather Information +4, Hide +13, Intimidate +2, Jump +3, Knowledge (local) +6, Listen +9, Move Silently +13, Open Lock +11, Search +12, Spot +9, Tumble +13

Possessions combat gear plus +1 *studded leather armor*, +1 *longsword*, mwk dagger

Baaz Soldier CR 4

Male baaz draconian fighter 2

CE Medium dragon

Init +1; **Senses** darkvision 60 ft., low-light vision; Listen +3, Spot +3

Languages Common, Nerakese

AC 17, touch 11, flat-footed 16

hp 39 (4 HD)

Immune disease, paralysis, *sleep*

SR 10

Fort +9, **Ref** +4, **Will** +1

Speed 30 ft.; glide, Run

Melee mwk longsword +9 (1d8+3/19-20) and claw +2 (1d4+2) or

Melee 2 claws +7 (1d4+3) and bite +2 (1d4+2)

Base Atk +4; **Grp** +7

Atk Options Cleave, Power Attack

Special Actions death throes (Reflex DC 15)

Abilities Str 16, Dex 12, Con 16, Int 8, Wis 6, Cha 13

SQ draconian traits, inspired by dragons, low metabolism

Feats Cleave^B, Power Attack^B, Run^B, Toughness, Weapon Focus (longsword)

Skills Bluff +6, Diplomacy +3, Disguise +6 (+8 in character), Intimidate +10, Listen +3, Spot +3

Possessions mwk chain shirt, mwk longsword

BLUE DRAGON SCOUT CR 11

Young adult blue dragon

LE Large dragon (earth)

Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +25, Spot +25

Aura frightful presence (DC 21, 150 ft., HD 17 or fewer)

Languages Common, Draconic, Nerakese

AC 26, touch 9, flat-footed 26

hp 189 (18 HD); **DR** 5/magic

Immune electricity, paralysis, *sleep*

SR 19

Fort +15, **Ref** +11, **Will** +13

Speed 40 ft., burrow 20 ft., fly 150 ft. (poor)

Melee* bite +16 (2d6+13) and 2 claws each +14 (1d8+10) and 2 wings each +14 (1d6+10) and tail slap +14 (1d8+16)

* includes adjustments for a 7-point Power Attack

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Base Atk +18; **Grp** +28

Atk Options Flyby Attack, Flyby Breath, Power Attack

Special Actions breath weapon (80-ft. line, 10d8 electricity, Reflex DC 23 half), Hover, Wingover

Sorcerer Spells Known (CL 3rd, +23 melee touch, +17 ranged touch)

1st (6/day)—*divine favor*, *protection from good*, *shield*

0 (6/day)—*dancing lights*, *detect magic*, *light*, *prestidigitation*, *read magic*

Spell-Like Abilities (CL 5th):

3/day—*create/destroy water* (DC 21)

Abilities Str 23, Dex 10, Con 19, Int 14, Wis 15, Cha 14

SQ sound imitation

Feats Alertness, Flyby Attack, Flyby Breath, Hover, Improved Initiative, Multiattack, Power Attack, Wingover

Skills Concentration +25, Diplomacy +4, Hide +17, Knowledge (arcana) +16, Knowledge (geography) +23, Listen +23, Search +23, Sense Motive +16, Spellcraft +18, Spot +21

HOBGOBLIN SOLDIER CR 5

Male hobgoblin warrior 6

LE Medium humanoid (goblinoid)

Init +5; **Senses** darkvision 60 ft.; Listen +2, Spot +2

Languages Common, Goblin

AC 15, touch 11, flat-footed 14

hp 39 (6 HD)

Fort +7, **Ref** +3, **Will** +1

Speed 30 ft.

Melee mwk longsword +9/+4 (1d8+2/19-20) or

Ranged javelin +7/+2 (1d6+2)

Base Atk +6; **Grp** +8

Abilities Str 14, Dex 13, Con 14, Int 10, Wis 9, Cha 8

Feats Alertness, Endurance, Improved Initiative

Skills Hide +5, Listen +2, Move Silently +8, Spot +2

* includes adjustments for a -1 armor check penalty

Possessions mwk studded leather, light wooden shield, mwk longsword, javelin (2)

ICE BEAR CR 4

N Large animal

Init +1; **Senses** low-light vision, scent; Listen +4, Spot +7

AC 15, touch 10, flat-footed 14

hp 51 (6 HD)

Fort +9, **Ref** +6, **Will** +3

Speed 40 ft.; **Run**

Melee 2 claws +11 (1d8+8) and bite +6 (2d6+4)

Space 10 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +16

Atk Options improved grab

Abilities Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6

Feats Endurance, Run, Track

Skills Hide -3*, Listen +4, Spot +7, Swim +8

Skills *An ice bear's white coat bestows a +12 racial bonus on Hide checks in snowy areas.

ICE FOLK GUARD CR 12

Male nomad human fighter 4/barbarian 8

LG Medium humanoid

Init +1; **Senses** Listen +11, Spot +3

Languages Common, Ice Folk

AC 18, touch 11, flat-footed 18; improved uncanny dodge, uncanny dodge

hp 103 (12 HD); **Diehard**; **DR** 1/-

Fort +12, **Ref** +4, **Will** +4

Speed 30 ft. (*armor*), base 40 ft.

Melee* *Frostreaver* +15/+10/+5 (1d12+18/x3)

* includes adjustments for a 5-point Power Attack

Base Atk +12; **Grp** +15

Atk Options Great Cleave, Improved Overrun, Improved Sunder, Power Attack

Special Actions rage 3/day (7 rounds)

Abilities Str 17, Dex 12, Con 15, Int 10, Wis 13, Cha 8

SQ trap sense +2

Feats Alertness, Cleave^B, Diehard, Endurance^B, Great Cleave, Improved Overrun, Improved Sunder, Power Attack^B, Weapon Focus (*greataxe*)^B

Skills Climb +6*, Intimidate +14, Jump +7*, Knowledge (nature) +2, Listen +11, Spot +3, Survival +9, Swim +10*

* includes adjustments for a -4 armor check penalty (-8 for Swim)

Possessions +2 *chainmail*, *Frostreaver* (+4 *greataxe*)

Rage (Ex) When the Ice Folk Guard rages, his statistics change as follows:

AC 16, touch 9, flat-footed 16
hp 127
Fort +14, **Will** +16
Melee* *Frostreaver* +17/+12/+7 (1d12+21/x3)
* includes adjustments for a 5-point Power Attack
Grp +17
Abilities Str 21, Con 19
Skills Climb +7*, Jump +8*, Swim +10*
* includes adjustments for a -5 armor check penalty (-10 for Swim)

ICE FOLK WARRIOR CR 4

Male nomad human barbarian 4

LG Medium humanoid

Init +0; **Senses** Listen +0, Spot +0

Languages Common, Ice Folk

AC 14, touch 10, flat-footed 14; uncanny dodge

hp 30 (4 HD)

Fort +5, **Ref** +1, **Will** +1

Speed 40 ft.

Melee +1 *greataxe* +8 (1d12+4/x3)

Base Atk +4; **Grp** +6

Special Actions rage 2/day (6 rounds)

Abilities Str 14, Dex 11, Con 12, Int 9, Wis 10, Cha 8

SQ illiteracy, trap sense +1

Feats Athletic, Endurance^B, Weapon Focus (*greataxe*)

Skills Climb +10*, Jump +8*, Knowledge

(nature) +2, Survival +7, Swim +9*

* includes adjustments for a -1 armor

check penalty (-2 for Swim)

Possessions mwk chain shirt, +1 *greataxe*

Rage (Ex) When the Ice Folk Warrior rages,

his statistics change as follows:

AC 12, touch 8, flat-footed 12

hp 38

Fort +7, **Will** +3

Melee +1 *greataxe* +10 (1d12+7/x3)

Grp +8

Abilities Str 18, Con 16

Skills Climb +11*, Jump +9*, Swim +9*

* includes adjustments for a -1 armor

check penalty (-2 for Swim)

JUVENILE WHITE DRAGON CR 6

AL Medium dragon (cold)

Init +4; **Senses** blindsense 60 ft., darkvision 120

ft., keen senses; Listen +15, Spot +15

Languages Draconic

AC 21, touch 10, flat-footed 21

hp 102 (12 HD)

Immune cold, paralysis, *sleep*

Fort +10, **Ref** +8, **Will** +8

Weakness vulnerability to fire

Speed 60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.

Melee bite +12 (2d6+6) and 2 claws each +10

(1d6+4) and 2 wings each +10 (1d4+4)

* includes adjustments for a 3-point Power Attack

Space 5 ft.; **Reach** 5 ft.

Base Atk +12; **Grp** +15

Atk Options Cleave, Power Attack

Special Actions breath weapon (30 ft. cone, 4d6 cold, Reflex DC 18 half), Wingover

Spell-Like Abilities (CL 4th):

3/day—*fog cloud*

Abilities Str 17, Dex 10, Con 15, Int 8, Wis 11, Cha 8

SQ icewalking

Feats Improved Initiative, Improved Natural Attack

(bite), Multiattack, Power Attack, Wingover

Skills Hide +10, Listen +15, Move Silently

+10, Search +9, Spot +15, Swim +18

KAPAK SKIRMISHER CR 5

Male kapak draconian ranger 1

LE Medium dragon

Init +6; **Senses** darkvision 60 ft., low-

light vision; Listen +8, Spot +8

Languages Common, Nerakese

AC 18, touch 12, flat-footed 16

hp 29 (3 HD)

Immune disease, paralysis, *sleep*

SR 12

Fort +5, **Ref** +5, **Will** +3

Speed 30 ft.; glide, Run

Melee mwk longsword +6 (1d8+2/19-20)

and bite +1 (1d4+1 plus poison) or

Ranged mwk short bow +6 (1d6/x3)

Base Atk +3; **Grp** +5

Atk Options favored enemy humans +2,

poison (bite or licked weapon, DC 13, 1d6

Dex/1d6 Dex), sneak attack +1d6

Special Actions death throes (5-ft. radius,

acid 1d6 damage/round)

Abilities Str 15, Dex 15, Con 14, Int 8, Wis 12, Cha 8

SQ draconian traits, inspired by dragons, low

metabolism, wild empathy +0 (magical beasts -4)

Feats Alertness, Improved Initiative, Run^B, Track^B

Skills Hide +7, Listen +8, Move Silently +15, Search +4,

Spot +8, Survival +6 (+8 when following tracks)

Possessions mwk studded leather armor, mwk buckler,

mwk short bow with 20 arrows, mwk short sword

MINOTAUR INFANTRY CR 4

Male minotaur warrior 5

LE Medium humanoid

Init +0; **Senses** Listen +2, Spot +2

Languages Common, Kothian

AC 16, touch 10, flat-footed 16

hp 28 (5 HD)

Resist Endurance

Fort +5, **Ref** +1, **Will** +1

Speed 20 ft. (*armor*); base 30 ft.

Melee mwk greataxe +9 (1d12+4/x3) and gore +3 (1d6+3) or

Melee gore +10 (2d6+4) when charging

Base Atk +5; **Grp** +8

Abilities Str 16, Dex 10, Con 13, Int 9, Wis 11, Cha 9

Feats Alertness, Endurance
Skills Intimidate +9, Listen +2, Spot +2, Swim +1*, Use Rope +2
 * includes adjustments for a -2 armor check penalty (-4 for Swim)
Possessions +1 *hide armor*, mwk greataxe

Minotaur Marines CR 5

Male minotaur mariner 5
 LE Medium humanoid
Legends of the Twins (revised Mariner class)
Init +5; **Senses** Listen +2, Spot +2
Languages Common, Kothian

AC 16, touch 11, flat-footed 15; back-to-back +1, Dodge, Mobility
hp 36 (5 HD)
Resist Endurance
Fort +6, **Ref** +5, **Will** +3

Speed 30 ft.
Melee +1 *scimitar* +8 (1d6+2/18-20) and gore +2 (1d6+2) or **Melee** gore +9 (2d6+3) when charging
Base Atk +5; **Grp** +6
Atk Options dirty strike +1d4

Abilities Str 14, Dex 13, Con 14, Int 10, Wis 14, Cha 6
SQ sailor lore +5, seamanship +2
Feats Dodge^B, Endurance, Improved Initiative, Mobility^B
Skills Balance +13, Climb +12, Intimidate +0, Jump +4, Knowledge (local) +4, Knowledge (nature) +6, Profession (sailor) +7, Survival +7, Swim +12, Tumble +6, Use Rope +6

Possessions +1 *leather armor*, +1 *scimitar*

Back-to-Back (Ex) Whenever the minotaur mariner is adjacent to an ally and using the fighting defensively or total defense combat options or the Combat Expertise feat, he gains a +1 dodge bonus to his AC. He loses this bonus if he is denied his Dexterity bonus to AC or if he or his ally moves more than 5 ft. away.

Dirty Strike (Ex) The minotaur mariner may choose to make a single melee attack on his turn as a full round action that deals an additional +1d4 points of damage. The additional damage caused by a dirty strike is the same kind of damage as the weapon used in the attack; for example, if the damage dealt by the attack is nonlethal damage, the additional damage is also nonlethal. This ability has no effect on creatures without a discernable anatomy or that are immune to critical hits, such as constructs, oozes, plants, or undead. Additional damage from a dirty strike is not multiplied if the mariner scores a successful critical hit.

Sailor Lore (Ex) The minotaur mariner may make a special sailor lore check at a +5 to see whether he knows some relevant information about local people or history, far away places, or strange superstitions. This check will not necessarily reveal true information, as much of the time the mariner heard it from someone who heard it from a friend, who heard it from a guy, etc. The mariner may not take 10 or 20 on this check; this sort of knowledge is essentially random.

Seamanship (Ex) The minotaur mariner gains a +2 competence bonus to all Balance, ClimB, and Profession (sailor) checks (already included in stat block).

Minotaur War Chief CR 8

Male minotaur fighter 8
 LE Medium humanoid
Init -1; **Senses** Listen +1, Spot +1
Languages Common, Kothian

AC 16, touch 9, flat-footed 16
hp 65 (8 HD)
Fort +8, **Ref** +1, **Will** +4

Speed 20 ft. (*armor*); base 30 ft.
Melee* +2 *greataxe* +13/+8 (1d12+17/x3) and gore +5 (1d6+8) or **Melee** gore +15 (2d6+7) when charging
 * includes adjustments for a 3-point Power Attack
Base Atk +8; **Grp** +13
Atk Options Blind-Fight, Great Cleave, Power Attack

Abilities Str 20, Dex 8, Con 15, Int 11, Wis 12, Cha 6
Feats Blind-Fight^B, Cleave, Great Cleave^B, Leadership, Power Attack^B, Stubborn, Weapon Focus (*greataxe*)^B, Weapon Specialization (*greataxe*)^B
Skills Climb +5*, Intimidate +11, Swim +10*, Use Rope +3
 * includes adjustments for a -2 armor check penalty (-4 for Swim)
Possessions +2 *hide armor*, +2 *greataxe*

Tarsian Guards CR 5

Male civilized human fighter 5
 N Medium humanoid
Init +3; **Senses** Listen +7, Spot +9
Languages Common, Kharolian

AC 18, touch 11, flat-footed 17
hp 38 (5 HD)
Fort +6, **Ref** +2, **Will** +2

Speed 20 ft. (*armor*), base 30 ft.
Melee +1 *heavy mace* +10 (1d8+4)
Base Atk +5; **Grp** +8
Atk Options Cleave, Improved Sunder, Power Attack

Abilities Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8
Feats Alertness^B, Cleave^B, Improved Sunder, Power Attack^B, Quick-Thinking, Weapon Focus (*heavy mace*)^B
Skills Intimidate +7, Listen +7, Spot +9
Possessions mwk breastplate, mwk heavy steel shield, +1 *heavy mace*

Thanoi Champion CR 8

Male thanoi fighter 6
 NE Medium monstrous humanoid (cold)
Races of Ansalon (thanoi)
Init +3; **Senses** darkvision 60 ft.; Listen -1, Spot -1
Languages Common, Thanoi

AC 20, touch 13, flat-footed 17; Dodge
hp 89 (9 HD)
Immune cold
Fort +10, **Ref** +8, **Will** +6

Weakness vulnerability to fire

Speed 20 ft., swim 40 ft.

Melee *Frostreaver* +19/+14 (1d12+11/x3) and tusk +9 (2d4+5) or

Ranged shortspear +12/+7 (1d6+5)

Base Atk +9; **Grp** +14

Atk Options Cleave, Combat Reflexes, Improved Bull Rush, Power Attack

Abilities Str 21, Dex 16, Con 18, Int 6, Wis 9, Cha 6

SQ great breath

Feats Cleave^B, Combat Reflexes, Dodge^B, Improved Bull Rush^B, Iron Will, Power Attack, Toughness, Weapon Focus (greataxe)

Skills Balance +6 (+14 on ice), Climb +8, Survival +2, Swim +16

Possessions +1 *leather armor*, *Frostreaver* (+4 *greataxe*), shortspears (3)

THANOI WARRIOR CR 4

Male thanoi warrior 3

NE Medium monstrous humanoid (cold)

Races of Ansalon (thanoi)

Init +2; **Senses** darkvision 60 ft.; Listen -2, Spot -2

Languages Thanoi

AC 16, touch 12, flat-footed 14

hp 48 (6 HD)

Immune cold

Fort +7, **Ref** +6, **Will** +2

Weakness vulnerability to fire

Speed 20 ft., swim 40 ft.

Melee greatclub +10/+5 (1d10+4) and tusk +4 (2d4+3) or

Ranged shortspear +8 (1d6+3)

Base Atk +6; **Grp** +9

Abilities Str 17, Dex 14, Con 16, Int 7, Wis 7, Cha 9

SQ great breath

Feats Endurance, Toughness, Weapon Focus (greatclub)

Skills Balance +3 (+11 on ice), Climb

+5, Survival +0, Swim +15

Possessions greatclub^B, shortspear

THIEVES CR 4

Male and female civilized human rogue 4

NE Medium humanoid

Init +3; **Senses** Listen +0, Spot +0

Languages Camptalk, Common, Kharolian

AC 16, touch 13, flat-footed 16; Dodge, uncanny dodge

hp 18 (4 HD)

Fort +2, **Ref** +7, **Will** +1; evasion

Speed 30 ft.

Melee mwk short sword +7 (1d6+1/19-20) or

Melee mwk dagger +7 (1d4+1/19-20) or

Ranged mwk dagger +7 (1d4+1/20)

MOBS

Mobs are similar to swarms, although they are composed of larger creatures. The mob template was first detailed in *Dungeon Master's Guide II* (Wizards of the Coast, 2006); the pertinent details are provided below for the mobs that appear in this adventure.

Expert Grapppler (Ex) A mob can maintain a grapple without penalty and still make attacks against other targets normally. A mob is never considered flat-footed while grappling.

Mob Anatomy (Ex) A mob has no clear front or back, and no discernable anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains 30 negative levels breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by *death ward* or removed by *restoration*), but they never result in permanent level loss. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells. A mob can occupy the same space as a creature, since it tramples over and moves around its victims. It can move through squares occupied by enemies and vice

versa without impediment, although a mob provokes an attack of opportunity if it does so. A mob can move through openings large enough for its component creatures.

Mob Traits A mob is treated as a single entity similar to a swarm, save that it is made up of larger creatures. A mob reduced to 0 hit points breaks up, although damage taken until this point does not degrade its ability to attack or resist attack. Mobs don't make normal attacks. To make an attack, it moves into the target creature's space (which provokes an attack of opportunity). Any creature in the spaces occupied by the mob at the end of its movement takes 5d6 bludgeoning damage with no attack roll needed. A mob can move through squares occupied by enemies, and vice versa, without impediment and can move through any opening large enough for its component creatures. Cover and concealment are ignored. Mob attacks ignore concealment and cover. Damage reduction applies to mob attacks. A mob that simply moves over a creature, and doesn't end its movement with that creature in one of its occupied squares, can trample the creature. The trampled creature takes 2d6 points of damage. The victim can either make an attack of opportunity against the mob or make a Reflex save (DC 25 plus mob's Strength modifier) to take half damage.

Base Atk +3; Grp +4

Atk Options Combat Reflexes, sneak attack +2d6

Abilities Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8

SQ trap sense +1, trapfinding

Feats Combat Reflexes, Dodge^B, Weapon Finesse

Skills Bluff +6, Diplomacy +1, Disable Device +9 (+11 in character), Escape Artist +10, Gather Information +8, Hide +10, Intimidate +8, Knowledge (local) +9, Move Silently +10, Open Lock +10, Search +9, Sleight of Hand +12, Survival +0 (+2 when following tracks), Use Rope +3 (+5 involving bindings)

Possessions mwk studded leather armor, mwk dagger (4), mwk short sword

THUGS CR 4

Male and female civilized human fighter 4

N Medium humanoid

Init +1; **Senses** Listen +1, Spot +1

Languages Common, Kharolian

AC 15, touch 11, flat-footed 14

hp 33 (4 HD)

Fort +6, **Ref** +4, **Will** +2

Speed 30 ft.

Melee mwk morningstar +4 (1d8+7) with Power Attack or

Melee dagger +7 (1d4+3/19-20) or

Melee unarmed +7 (1d3+3) or

Ranged dagger +5 (1d4+3/19-20)

Base Atk +4; **Grp** +7

Atk Options Improved Bull Rush, Improved Unarmed Strike, Power Attack

Abilities Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Feats Improved Bull Rush, Improved Unarmed Strike^B, Lightning Reflexes, Power Attack^B, Toughness^B, Weapon Focus (morningstar)^B

Skills Climb +10, Intimidate +6, Jump +10

Possessions mwk studded leather armor, mwk buckler, dagger (2), mwk morningstar

UNRULY MOB CR 8

LN Gargantuan humanoid (mob of Medium humans)

Init +4; **Senses** Listen +4, Spot +4

Languages Common, Plainsfolk

AC 6, touch 6, flat-footed 6

hp 135 (30 HD)

Fort +17, **Ref** +9, **Will** +11

Speed 20 ft.

Melee mob (5d6)

Space 20 ft.; **Reach** 0 ft.

Base Atk +22; **Grp** +34

Atk Options expert grappler, Improved Bull Rush, Improved Overrun, trample 2d6 (Reflex DC 25 half)

Abilities Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10

SQ mob anatomy, mob traits

Feats Improved Bull Rush^B, Improved Initiative, Improved Overrun^B, Iron Will^B

Skills Listen +4, Spot +4

CHAPTER SIX: LIGHT

LEADERS AND PERSONALITIES

ALFOTOST CR 11

Male pixie ranger 8 of Branchala

NG Small fey

Init +6; **Senses** low-light vision; Listen +17, Spot +17

Languages Common, Draconic, Elven, Kenderspeak, Sylvan

AC 22, touch 17, flat-footed 16; Dodge

hp 47 (8 HD); **DR** 10/cold iron

Resist Endurance; **SR** 23

Fort +7, **Ref** +12, **Will** +6

Speed 20 ft., fly 60 ft. (good); woodland stride

Melee mwk Small rapier +16/+11 (1d4+1/18-20) or

Ranged +1 *Small composite shortbow*

+16/+11 (1d4+2/x3) or

+1 *Small composite shortbow* +12/+12 (1d4+2/x3) with Manyshot or

+1 *Small composite shortbow* +14/+14/+9 (1d4+2/x3) with Rapid Shot

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +5

Atk Options favored enemy (human +2, magical beast +4), greater invisibility, improved combat style (archery), Mounted Archery, Mounted Combat, Point Blank Shot, special arrows

Ranger Spells Prepared (CL 4th, +15

melee touch, +15 ranged touch)

2nd—*snare* (DC 16)

1st—*delay poison*, *resist energy*

Spell-Like Abilities (CL 8th):

1/day—*lesser confusion* (DC 13), *dancing lights*, *detect chaos*, *detect good*, *detect evil*, *detect law*, *detect thoughts* (DC 14), *dispel magic*, *entangle* (DC 13), *permanent image* (DC 18; visual and auditory elements only), *polymorph* (self only)

Abilities Str 12, Dex 22, Con 12, Int 16, Wis 18, Cha 14

SQ animal companion (none), swift tracker,

wild empathy +10 (magical beasts +6)

Feats Dodge^B, Endurance^B, Manyshot^B, Mounted Archery,

Mounted Combat, Point Blank Shot, Rapid Shot^B, Track^B

Skills Concentration +12, Craft (bowyer) +14, Hide

+10, Knowledge (nature) +14, Listen +17, Move

Silently +17, Ride +17, Search +16, Spot +17,

Survival +15 (+17 above ground or following

tracks, +19 following tracks above ground)

Possessions +2 *leather armor*, +1 *Small composite shortbow* [+1 Str] with 12 normal arrows and 8 sleep arrows (DC 14), mwk Small rapier

ALIONA CR 10

Male Qualinesti elf noble 5/ranger 5

CG Medium humanoid (elf)

Init +4; **Senses** *elvensight* (darkvision 30 ft., low-light vision); Listen +14, Spot +12

Languages Common, Elven

AC 16, touch 12, flat-footed 14

hp 49 (10 HD)
Immune *sleep*
Fort +6, **Ref** +9, **Will** +6 (+8 against enchantments)

Speed 30 ft.
Melee +1 *longsword* +12/+7 (1d8+4/19-20) or
+1 *longsword* +10/+5 (1d8+4/19-20) and
+2 *dagger* +11 (1d4+3/19-20) or
Ranged mwk composite longbow +11/+6 (1d8+2/x3)
Base Atk +8; **Grp** +11
Atk Options Combat Reflexes, combat style (two-
weapon), favored enemy (elves +4, giants +2)
Special Actions inspire confidence 2/day

Abilities Str 16, Dex 14, Con 10, Int 15, Wis 10, Cha 15
SQ bonus class skill (Search), coordinate +1, favor
+2, wild empathy +7 (magical beasts +3)
Feats Combat Reflexes, Endurance^B, Investigator, Leadership,
Quick-Thinking, Track^B, Two-Weapon Fighting^B
Skills Gather Information +13, Intimidate +10,
Knowledge (nature) +16, Listen +14, Move Silently
+10, Ride +10, Search +16, Sense Motive +13, Spot
+12, Survival +3 (+7 above ground or following
tracks, +9 following tracks above ground)
Possessions +1 *studded leather armor*, +1 *longsword*, +2
dagger, mwk composite longbow [+2 Str] with 20 arrows,
boots of elvenkind, *cloak of resistance* +1, herbal supplies

BELTHANOS CR 10
Male Silvanesti elf noble 10

LG Medium humanoid
Init +2; **Senses** *elvinsight* (darkvision 30 ft.,
low-light vision); Listen +8, Spot +8
Languages Common, Elven, Ergot, Sylvan

AC 18, touch 12, flat-footed 16
hp 45 (10 HD)
Immune *sleep*
Fort +4, **Ref** +10, **Will** +10

Speed 20 ft. (*armor*), base 30 ft.
Melee +1 *rapier* +10/+5 (1d6+1/18-20) or
mwk dagger +10/+5 (1d4/19-20) or
Ranged mwk dagger +10 (1d4/19-20)
Base Atk +7; **Grp** +7
Special Actions inspire confidence 3/day
Combat Gear *potion of invisibility*

Abilities Str 10, Dex 14, Con 10, Int 16, Wis 12, Cha 18
SQ bonus class skill (Spot), coordinate +2, favor +3
Feats Leadership, Negotiator, Stubborn, Weapon Finesse
Skills Appraise +5, Bluff +17, Diplomacy +21, Disguise +3
(+5 in character), Gather Information +11, Intimidate
+21, Knowledge (arcana) +7, Knowledge (local) +8,
Knowledge (nobility and royalty) +8, Listen +8, Ride +7,
Search +5, Sense Motive +16, Sleight of Hand +4*, Spot +8
* includes adjustments for a -2 armor check penalty
Possessions combat gear plus *cloak of resistance* +1, +1 *elven*
chain, *gloves of Dexterity* +2, +1 *rapier*, mwk dagger (2)

BENSOLDI THE HERMIT CR 8
Male civilized human wizard 4/Wizard of High Sorcery 4
NG Medium humanoid
Towers of High Sorcery (Wizard of High
Sorcery prestige class)
Init -1; **Senses** Listen +2, Spot +2
Languages Common, Elven, Dwarven,
Ergot, Magius, Solamnic

AC 12, touch 9, flat-footed 12
hp 45 (8 HD)
Fort +5, **Ref** +1, **Will** +12

Speed 30 ft.
Melee +2 *dagger* +5 (1d4+1/19-20)
Base Atk +4; **Grp** +3
Combat Gear maple candy (functions as *potion of cure*
minor wounds and *potion of neutralize poison*),
wand of magic missile (CL 5th; 8 charges)
Wizard Spells Prepared (CL 8th, +3
melee touch, +3 ranged touch)
4th—*greater invisibility*, *scrying* (DC 18), *spark shield*
3rd—*clairaudience/clairvoyance*, *lightning bolt* (DC
17), *ray of exhaustion* (DC 17), *suggestion* (DC 18)
2nd—*arcane lock*, *resist energy*,
shocking spark, *web* (DC 16)
1st—*charm person* (DC 16), *hypnotism* (DC 16),
protection from evil, *shield*, *sleep* (DC 16)
0—*detect magic*, *read magic*, *resistance*,
touch of fatigue (DC 14)

Abilities Str 9, Dex 9, Con 17, Int 18, Wis 14, Cha 12
SQ arcane research +2, moon magic, order secret (magic
of defense), summon familiar, tower resources
Feats Craft Wondrous Item, Enlarge Spell, Iron Will,
Scribe Scroll^B, Spell Focus (enchantment)^B
Skills Concentration +14, Craft (alchemy) +15, Decipher
Script +15, Knowledge (arcana) +17, Knowledge (history)
+15, Profession (apothecary) +13, Spellcraft +19
Possessions combat gear plus *bracers*
of armor +3, +2 *dagger*
Spellbook Prepared spells plus: all 0-level spells;
1st—*burning hands*, *comprehend languages*, *endure*
elements, *hold portal*, *identify*, *ray of enfeeblement*;
2nd—*crackling sphere*, *elemental dart*, *invisibility*,
protection from arrows, *scare*; 3rd—*arcane sight*,
dispel magic, *hold person*, *nondetection*, *secret*
page; 4th—*dimension door*, *remove curse*
Order Secret—Magic of Defense (Su) Twice per day,
Bensoldi may Empower or Extend any abjuration
spell he casts, without using a higher-level spell slot.

D'ARGENT CR 21
Female very old silver dragon
LG Huge dragon (cold)
Init +4; **Senses** blindsense 60 ft., darkvision 120
ft., keen senses; Listen +38, Spot +38
Aura frightful presence (DC 32, 270 ft., HD 30 or fewer)
Languages Common, Draconic, Dwarven,
Elven, Ergot, Sylvan

AC 38, touch 8, flat-footed 38
hp 387 (31 HD); **DR** 15/magic

Immune acid, cold, paralysis, *sleep*

SR 27

Fort +23, **Ref** +19, **Will** +24

Weakness vulnerability to fire

Speed 40 ft., fly 150 ft. (poor); Flyby Attack, Hover, Wingover

Melee* bite +32 (2d8+19) and 2 claws each +27 (2d6+13) and 2 wings each +27 (1d8+13) and tail slap +27 (2d6+24)

* includes adjustments for a 8-point Power Attack

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Base Atk +31; **Grp** +50

Atk Options Cleave, Power Attack

Special Actions breath weapon (50 ft. cone, 18d8 cold, Reflex DC 31 half, crush (2d8+16, Reflex DC 31 negates), Hover

Sorcerer Spells Known (CL 13th, +40

melee touch, +29 ranged touch)

6th (5/day)—*find the path*, *heal*

5th (7/day)—*cone of cold* (DC 22), *flame strike* (DC 22), *true seeing*

4th (7/day)—*air walk*, *cure critical wounds*, *divine power*, *holy smite* (DC 21)

3rd (8/day)—*dispel magic*, *gaseous form*, *haste*, *searing light*

2nd (8/day)—*cat's grace*, *cure moderate wounds*, *detect thoughts* (DC 19), *heat metal* (DC 19), *wind wall*

1st (8/day)—*alarm*, *cure light wounds*, *divine favor*, *magic missile*, *shield*

0 (6/day)—*arcane mark*, *cure minor wounds*, *dancing lights*, *detect magic*, *guidance*, *message*, *prestidigitation*, *read magic*, *resistance*

Spell-Like Abilities (CL 13th):

3/day—*control winds* (DC 22), *fog cloud*

2/day—*feather fall*

Abilities Str 33, Dex 10, Con 23, Int 24, Wis 25, Cha 24

SQ alternate form, cloudwalking

Feats Brew Potion, Cleave, Flyby Attack, Hover,

Improved Initiative, Lightning Reflexes,

Power Attack, Quicken Spell-Like ability (*fog cloud*), Self-Sufficient, Track, Wingover

Skills Balance +10, Bluff +22, Concentration +26, Diplomacy

+38, Escape Artist +24, Heal +24, Intimidate +9, Jump

+46, Knowledge (arcana) +31, Knowledge (history)

+31, Knowledge (nature) +31, Knowledge (religion)

+31, Listen +38, Search +38, Spot +38, Survival +38

GRAY WRAITH CR 12

Evolved advanced spectre

LE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft., lifesense;

Listen +14, Spot +14

Aura unnatural aura (30-foot radius, animals do not willingly approach)

AC 20, touch 20, flat-footed 15

hp 88 (14 HD)

Immune incorporeal traits, undead traits

Resist turn resistance +2

Fort +4, **Ref** +9, **Will** +12

Weakness sunlight powerlessness

Speed 40 ft.; fly 80 ft. (perfect)

Melee incorporeal touch +12 (2d6 plus 1d6

Wisdom drain [Fort DC 22])

Base Atk +7; **Grp** –

Atk Options Blind-Fight, Wisdom drain

Special Actions create spawn, frightful moan (DC 22)

Abilities Str —, Dex 20, Con —, Int 14-16, Wis 17, Cha 20

Feats Alertness, Blind-Fight, Improved Initiative,

Improved Natural Attack (incorporeal touch), Track

Skills Hide +22, Intimidate +22, Knowledge

(religion) +20, Listen +20, Search +20, Spot

+20, Survival +20 (+22 following tracks)

Frightful Moan (Su) The Gray Wraith can emit a frightful moan as a standard action. If the current bearer of the Silver Arm of Ergoth is within a 90-foot radius he must succeed on a DC 22 Will save or be panicked for 2d4 rounds. This is a sonic, necromantic, mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the Gray Wraith's moan for 24 hours.

Lifesense (Su) The Gray Wraith notices and locates the bearer of the *Silver Arm of Ergoth* within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of the bearer's life force automatically, as if it had cast *deathwatch*.

Wisdom Drain (Su) Living creatures hit by the Gray Wraith's incorporeal touch attack must succeed on a DC 22 Fortitude save or take 1d6 points of Wisdom drain. The save DC is Charisma-based. On each such successful attack, the Gray Wraith gains 5 temporary hit points.

GUARDIAN OF THE LANCES CR 13

NG Large construct (good)

Revised Bestiary of Krynn (Sacred Guardian template)

Init +1; **Senses** darkvision 60 ft., low-light vision; Listen +2, Spot +2

Languages Celestial

AC 32, touch 10, flat-footed 30

hp 121 (14 HD); fast healing 5; **DR** 10/good and magic

Immune construct traits

Fort +4, **Ref** +5, **Will** +6

Speed 20 ft., can't run

Melee +1 *holy Large bastard sword* +21/+16 (2d8+17/19-20)

Space 10 ft.; **Reach** 10 ft.

Base Atk +10; **Grp** +25

Atk Options holy strike

Abilities Str 33, Dex 13, Con –, Int 10, Wis 15, Cha 5

SQ divine grace, immunity to magic, righteous impetus

Feats –

Skills Diplomacy +14, Knowledge (religion) +17

Possessions +1 *Large bastard sword*

Divine Grace (Su) The Guardian of the

Lances gains the good subtype.

Holy Strike (Su) The Guardian's melee attacks are considered to possess the holy special weapon quality.

Immunity to Magic (Ex) The Guardian of the Lances is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature. A magical attack that deals electricity damage *slows* the Guardian (as the spell) for 3 rounds, with no saving throw. A

magical attack that deals fire damage breaks any *slow* effect on the Guardian and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. The Guardian is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

Righteous Impetus (Su) Unlike other sacred guardians, the Guardian of the Lances gains strength as it confronts and defeats evil. For each evil opponent reduced to 0 hit points within 30 feet of the Guardian, it gains a +1 enhancement bonus to attack, AC, and weapon damage rolls for 24 hours, to a maximum bonus of +6. In addition, its maximum hit point total increases by five for 24 hours, to a maximum increase of 30 hit points.

HARKUNOS THE BOAR CR 9

Advanced dire boar minor aspect (Strength)

N Large outsider (native)

Holy Orders of the Stars (aspect template)

Init +2; **Senses** low-light vision, scent; Listen +23, Spot +23

Languages Sylvan

AC 20, touch 14, flat-footed 18

hp 169 (13 HD); **DR** 10/magic

Immune aspect traits

Resist acid 10, cold 10, electricity 10, fire 10; **Endurance**; **SR** 13

Fort +13, **Ref** +10, **Will** +15

Speed 40 ft.

Melee gore +18 (1d8+14)

Space 10 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +23

Atk Options Cleave, Power Attack

Special Actions ferocity

Spell-Like Abilities (CL 13th):

At will—*enlarge person*

3/day—*bull's strength*, *magic vestment*, *spell immunity*

1/day—*grasping hand*, *righteous might*, *stoneskin*

Abilities Str 31, Dex 14, Con 21, Int 10, Wis 21, Cha 16

SQ alternate form, domain mastery (Strength [1/day gain +13 enhancement bonus to Strength for 1 round]), immortality

Feats Alertness, Cleave, Endurance, Iron Will, Power Attack

Skills Listen +23, Spot +23

Alternate Form (Su) Harkunos can assume any humanoid form of Medium size or smaller as a standard action three times per day. This ability functions as a *polymorph* spell cast on itself as CL 13th, except that Harkunos does not regain hit points for changing form and can only assume the form of a humanoid. Harkunos can remain in its humanoid form until it chooses to assume a new one or return to its natural form.

Aspect Traits Harkunos is immune to ability damage, ability drain, disease, energy drain, petrification, poison, *polymorph*, and mind-affecting effects.

Immortality Harkunos does not age and does not need to eat, sleep or breathe.

LYSOMACHA CR 6

Male faerie dragon

CG Small dragon

Dragons of Krynn (faerie dragon, Mighty Steed feat)

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Listen +14, Spot +14

Languages Draconic, Sylvan

AC 19, touch 15, flat-footed 15

hp 58 (8 HD)

Immune paralysis, *sleep*

SR 18

Fort +7, **Ref** +10, **Will** +9

Spd 30 ft., fly 100 ft. (perfect), swim 30 ft.

Melee bite +13 (1d6+1) and 2 claws +8 (1d4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +5

Atk Options Flyby Attack

Special Actions breath weapon (20-ft. cone, once every 1d4 rounds, dazed for 1d6 rounds, Will DC 15)

Spell-Like Abilities (CL 12th; +13 melee touch):

At will—*dancing lights*, *detect magic*,

ghost sound (DC 13)

3/day—*charm monster* (DC 17), *entangle*

(DC 14), *glitterdust* (DC 15), *invisibility*,

major image (DC 16), *obscuring mist*

1/day—*animate objects*, *mind fog* (DC 18), *project image* (DC 20), *summon nature's ally IV*

1/month—*commune with nature*

Abilities Str 13, Dex 18, Con 12, Int 15, Wis 17, Cha 16

SQ water breathing

Feats Flyby Attack, Mighty Steed, Weapon Finesse

Skills Bluff +14, Diplomacy +7, Disguise +3 (+5 acting), Hide

+19, Intimidate +5, Knowledge (nature) +13, Listen +14,

Move Silently +15, Sense Motive +14, Sleight of Hand

+17, Spot +14, Survival +3 (+5 above ground), Swim +1

Breath Weapon (Su): Lysomacha's breath weapon

is a 20-foot cone of euphoria gas. Any creature within the area of the gas must succeed on a DC 15 Will save or become dazed for 1d6 rounds.

Skills (Ex): Lysomacha has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

MERATHANOS CR 10

Female Qualinesti elf noble 4/ranger 3/wizard 3

NG Medium humanoid

Races of Ansalon (Woodshaper feat)

Init +2; **Senses** *elvensight* (darkvision 30 ft., low-light vision); Listen +10, Spot +10

Languages Common, Elven, Ergot, Solamnic, Sylvan

AC 18, touch 12, flat-footed 16

hp 52 (10 HD)

Immune *sleep*

Resist Endurance

Fort +5, **Ref** +8, **Will** +8

Speed 30 ft.

Melee +1 *longsword* +12/+7 (1d8+4/19-20) or

Ranged mwk composite longbow +10/+5 (1d8+3/x3) or

Ranged mwk composite longbow +8/+8/+3

(1d8+3/x3) with Rapid Shot

Base Atk +7; **Grp** +10

Atk Options Point Blank Shot, Precise Shot
Special Actions inspire confidence 1/day
Wizard Spells Prepared (CL 3rd, 20% arcane spell failure, +9 melee touch, +10 ranged touch)
 2nd—*web* (DC 15), *wood shape*
 1st—*charm person* (DC 14), *ray of enfeeblement*, *sleep* (DC 14)
 0—*arcane mark*, *detect poison*, *mending*, *resistance*

Abilities Str 17, Dex 14, Con 13, Int 16, Wis 9, Cha 13
SQ bonus class skill (Spot), coordinate +1, favor +2, summon familiar

Feats Endurance^B, Point Blank Shot, Precise Shot, Rapid Shot^B, Scribe Scroll^B, Track^B, Weapon Focus (longsword), Woodshaper

Skills Concentration +6, Craft (woodworking) +10, Diplomacy +4, Gather Information +2, Knowledge (arcana) +13, Knowledge (nature) +20, Knowledge (nobility and royalty) +8, Listen +10, Perform (sing) +8, Ride +9, Search +8, Spellcraft +12, Spot +10, Survival +12 (+14 above ground)

Possessions +1 *elven chain*, +1 *longsword*, mwk composite longbow [+3 Str] with 20 arrows

Spellbook Prepared spells plus: all 0-level spells; 1st—*alarm*, *detect undead*, *obscuring mist*, *shillelagh*; 2nd—*detect thoughts*, *knock*, *wood shape*

ODENKEER CR 12

Male civilized human fighter 6/rogue
 knight 4/legendary tactician 2

LE Medium humanoid

Age of Mortals (Rogue Knight prestige class)

Init +2; **Senses** Listen +0, Spot +0

Languages Common, Ergot, Nerakese, Solamnic

AC 24, touch 13, flat-footed 22

hp 92 (12 HD)

Resist Honor-bound

Fort +16, **Ref** +7, **Will** +5 (+9 against frightful presence of dragons)

Speed 30 ft.

Melee +2 *unholy star metal heavy flail*
 +20/+15/+10 (1d10+9/19-20) or

Ranged throwing axe +14/+9/+4 (1d6+5)

Base Atk +12; **Grp** +17

Atk Options Combat Expertise, desperate strike +2d6, Improved Disarm, Improved Sunder, Improved Trip, Power Attack

Special Actions inspire courage (+2, 2/day)

Combat Gear *potion of cure serious wounds*, *potion of invisibility*

Abilities Str 20, Dex 14, Con 15, Int 14, Wis 11, Cha 17

SQ dire providence, honor's price, leadership +1

Feats Combat Expertise, Education^B, Honor-bound, Improved Disarm, Improved Sunder, Improved Trip, Leadership, Power Attack, Resist Dragonfear, Weapon Focus (heavy flail)

Skills Bluff +15, Diplomacy +9, Handle Animal +8, Intimidate +20, Knowledge (geography) +5, Knowledge (history) +16, Knowledge (local) +5, Knowledge (nobility and royalty) +16, Move Silently +4*, Ride +13, Sense Motive +8
 * includes adjustments for a -3 armor check penalty

Possessions combat gear plus +2 *silent moves mithral breastplate*, +1 *animated heavy steel shield*, +2 *unholy star metal heavy flail*, *amulet of natural armor* +1, *cloak of resistance* +2, *gauntlets of ogre strength*, *ring of protection* +1, throwing axe (3)

Desperate Strike (Ex) When Odenkeer is flanked by two or more opponents, he adds +2d6 to all melee damage rolls for as long as he remains flanked. This damage bonus has no effect on any opponent that is immune to critical hits.

Dire Providence (Su) Once per day, Odenkeer may make a Fortitude save (DC equal to damage dealt) to halve the damage dealt from a single attack that would reduce him to 0 hit points or less.

Honor's Price (Ex) Odenkeer suffers a -4 penalty to his Charisma-based skill checks whenever he deals with his former brothers in the Knights of Solamnia and any other knighthood that recognizes his former order as one of honor and duty. Conversely, he gains a +4 bonus to his Charisma-based skill checks when dealing with the underworld, criminals, and other dishonorable or unsavory characters.

OGMAG CR 12

Male ogre mage master 4

LE Large giant

Init +4; **Senses** darkvision 60 ft.; Listen +12, Spot +12

Languages Common, Dwarven, Ergot, Goblin, Infernal, Ogre

AC 19, touch 10, flat-footed 19

hp 67 (9 HD); regeneration 5

SR 23

Fort +11, **Ref** +3, **Will** +9

Speed 40 ft.; fly 40 ft. (good)

Melee +2 Large quarterstaff +11/+6 (1d8+6)

Space 10 ft.; **Reach** 10 ft.

Base Atk +6; **Grp** +14

Atk Options Combat Expertise, Improved Feint

Special Actions knack (exploit weakness)

Spell-Like Abilities (CL 9th):

at will—*darkness*, *invisibility*

1/day—*charm person* (DC 16), *cone of cold* (DC 20), *gaseous form*, *polymorph*, *sleep* (DC 16)

Abilities Str 18, Dex 12, Con 16, Int 20, Wis 18, Cha 20

SQ knacks (exploit weakness, tactical advantage [Knowledge-nature]), primary focus (sage)

Feats Combat Expertise, Improved Feint, Improved Initiative, Persuasive^B, Sharp-Eyed

Skills Bluff +11, Concentration +15, Diplomacy +9, Gather Information +7, Heal +10, Intimidate +7, Knowledge (arcana) +15, Knowledge (history) +15, Knowledge (local) +16, Knowledge (nature) +16, Listen +12, Search +7, Sense Motive +10, Spellcraft +19, Spot +12

Possessions mwk chain shirt, +2 *Large quarterstaff*, healer's kit, hermit's robes

Knack—Exploit Weakness (Ex) After 1 round of combat, Ogmag may use a move action to designate one opponent. For the rest of the combat, Ogmag adds his Intelligence bonus to attack rolls against that opponent, rather than Strength or Dexterity. This requires a DC 15 Intelligence check to activate, with a bonus equal to half Ogmag's master level (+2).

Knack—Tactical Advantage (Ex) Ogmag may make a Knowledge (nature) check (DC 10 + creature's HD) to gain an advantage in combat against a creature of the animal, fey, giant, monstrous humanoid, plant, or vermin type. For the rest of the combat, Ogmag gains a +2 bonus on attack rolls against the chosen opponent.

PORTHIOS CR 10

Male Qualinesti elf noble 3/fighter 7

LG Medium humanoid

Init +3; **Senses** *elvensight* (darkvision 30 ft., low-light vision); **Listen** +5, **Spot** +2

Languages Common, Elven, Sylvan

AC 20, touch 13, flat-footed 17; **Dodge**, **Mobility**, **Two-Weapon Defense**

hp 83 (10 HD)

Immune *sleep*

Resist Endurance

Fort +9, **Ref** +8, **Will** +5 (+7 against enchantments)

Speed 30 ft.; **Spring Attack**

Melee +3 *longsword* +17/+12 (1d8+7/19-20) or

Melee +3 *longsword* +15/+10 (1d8+7/19-20)
and +1 *dagger* +12 (1d4+3/19-20)

Base Atk +9; **Grp** +13

Atk Options Two-Weapon Fighting

Special Actions inspire confidence 1/day

Abilities Str 18, Dex 16, Con 16, Int 14, Wis 10, Cha 17

SQ bonus class skill (Survival), favor +2

Feats Dodge, Endurance, Leadership, Mobility,
Spring Attack^B, *Two-Weapon Defense*^B, *Two-Weapon Fighting*^B, *Weapon Focus* (longsword)

Skills (5) **Climb** +9*, **Diplomacy** +17, **Intimidate** +16, **Knowledge** (nobility and royalty) +10, **Listen** +5, **Ride** +11, **Search** +4, **Sense Motive** +7, **Spot** +2, **Survival** +6, **Swim** +9*

* includes adjustments for a -2 armor check penalty (-4 for Swim)

Possessions +2 *elven chain*, +3 *longsword*, +1 *dagger*, noble's outfit

SILVART CR 10

Female Kagonesti elf druid 4 of Habbakuk/rogue 6

CG Medium humanoid

Init +3; **Senses** *elvensight* (darkvision 30 ft., low-light vision); **Listen** +13, **Spot** +13

Languages Common, Druidic, Elven, Sylvan

AC 15, touch 13, flat-footed 12; **uncanny dodge**

hp 64 (10 HD)

Immune *sleep*

Fort +8, **Ref** +9, **Will** +8 (+12 against fey spell-like effects); **evasion**

Speed 30 ft.; **woodland stride**

Melee club +10 (1d4+1) or

Ranged dagger +10 (1d6+1/19-20)

Base Atk +7; **Grp** +8

Atk Options sneak attack +3d6

Druid Spells Prepared (CL 4th, +10

melee touch, +10 ranged touch)

2nd—*animal messenger*, *animal trance* (DC 14), *lesser restoration*

1st—*cure light wounds*, *endure elements*, *goodberry*, *pass without trace*

0—*cure minor wounds*, *detect poison*, *guidance*, *resistance*, *virtue*

Abilities Str 13, Dex 17, Con 15, Int 13, Wis 15, Cha 18

SQ animal companion (dog), nature sense, trackless step, trap sense +2, trapfinding, wild empathy +10 (magical beasts +6)

Feats Investigator, Self-Sufficient, Track, Weapon Finesse

Skills **Bluff** +10, **Concentration** +10, **Diplomacy** +6, **Disguise** +4 (+6 in character), **Gather Information** +12, **Handle Animal** +12, **Heal** +12, **Hide** +12, **Intimidate** +6, **Knowledge** (nature) +14, **Listen** +13, **Move Silently** +12, **Ride** +5, **Search** +11, **Spot** +13, **Survival** +12 (+14 above ground or following tracks, +16 following tracks above ground)

Possessions leather armor, club, dagger, herbal supplies

SOLOSTARAN CR 11

Male Qualinesti elf noble 11

LG Medium humanoid

Init +4; **Senses** *elvensight* (darkvision 30 ft., low-light vision); **Listen** +4, **Spot** +13

Languages Common, Elven, Ergot, Sylvan

AC 22, touch 22, flat-footed 20

hp 47 (11 HD)

Immune *sleep*

Resist Honor-bound; **SR** 21 (*Medallion of the Sun*)

Fort +4, **Ref** +9, **Will** +9 (+11 against enchantments)

Speed 30 ft.

Melee +2 *defending longsword* +12/+7 (1d8+4/19-20) or

Base Atk +8; **Grp** +10

Special Actions inspire confidence 3/day, inspire greatness (1 ally)

Abilities Str 15, Dex 14, Con 13, Int 17, Wis 15, Cha 16

SQ bonus class skill (Decipher Script), coordinate +2, favor +3

Feats Honor-bound, Leadership, Negotiator, Quick-Thinking

Skills **Decipher Script** +17, **Diplomacy** +24, **Knowledge** (arcana) +17, **Knowledge** (history) +17, **Knowledge** (nobility and royalty) +17, **Listen** +4, **Search** +5, **Sense Motive** +19, **Spot** +13

Possessions +2 *defending longsword*, *Medallion of the Sun*, noble's outfit

SQUALL CR 12

Male mature adult white dragon

CE Huge dragon (cold)

Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; **Listen** +27, **Spot** +27

Aura frightful presence (DC 21, 210 ft., HD 20 or fewer)
Languages Common, Draconic

AC 28, touch 8, flat-footed 28
hp 241 (21 HD); **DR** 10/magic
Immune cold, paralysis, *sleep*
SR 20

Fort +17, **Ref** +12, **Will** +13
Weakness vulnerability to fire

Speed 60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.
Melee* bite +21 (2d8+14) and 2 claws each +16 (2d6+10) and
2 wings each +16 (1d8+10) and tail slap +16 (2d6+18)
* includes adjustments for a 6-point Power Attack
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Base Atk +21; **Grp** +37

Atk Options Cleave, Flyby Attack, Flyby
Breath, Power Attack, Strafing Breath

Special Actions breath weapon (50 ft. cone, 7d6 cold, Reflex
DC 25 half), crush (2d8+12, Reflex DC 25 negates), Hover

Sorcerer Spells Known (CL 3rd, +27
melee touch, +19 ranged touch)
1st (6/day)—*obscuring mist*, *shield*, *true strike*
0 (6/day)—*detect magic*, *light*, *mage*
hand, *ray of frost*, *resistance*

Spell-Like Abilities (CL 7th):
3/day—*fog cloud*, *gust of wind*

Abilities Str 27, Dex 10, Con 21, Int 12, Wis 13, Cha 12
SQ icewalking

Feats Alertness, Cleave, Flyby Attack, Flyby Breath, Hover,
Improved Initiative, Power Attack, Strafing Breath

Skills Concentration +17, Diplomacy +3, Escape Artist
+24, Intimidate +13, Knowledge (arcana) +13,
Listen +27, Search +25, Sense Motive +13, Spot +27,
Survival +1 (+3 following tracks), Swim +32

THE ROS IRONFELD CR 11

Male civilized human master 11

LG Medium humanoid

Init +1; **Senses** Listen +19, Spot +19

Languages Abanasinian, Common, Ergot

AC 19, touch 11, flat-footed 18
hp 50 (11 HD)
Fort +4, **Ref** +4, **Will** +10

Speed 30 ft.

Melee mwk warhammer of glory +18/+13 (1d6+5/x3)

Base Atk +8; **Grp** +13

Atk Options Improved Sunder, Power Attack

Abilities Str 21, Dex 12, Con 13, Int 12, Wis 16, Cha 9
SQ knacks (item of distinction, item of fame, item of
glory, item of renown), primary focus (craftsman),
secondary focus (professional), skill mastery
(Appraise, Craft [blacksmithing], Craft [carpentry],
Knowledge [architecture and engineering])

Feats AlertnessB, AthleticB, Craft Magic Arms and
ArmorB, Improved Sunder, Martial Weapon
Proficiency (warhammer), Power Attack, Self-
SufficientB, Skill Focus (Craft [blacksmithing])B,
ToughnessB, Weapon Focus (warhammer)

Skills Appraise +15 (+17 with blacksmithing and
carpentry), Climb +10*, Craft (blacksmithing)
+22, Craft (carpentry) +12, Diplomacy +1, Gather
Information +1, Heal +12, Knowledge (architecture
and engineering) +15, Knowledge (local) +15,
Listen +19, Profession (sailor) +11, Search +1 (+3
involving secret doors and similar components), Sense
Motive +16, Spot +19, Survival +12, Swim +9*

* includes adjustments for a -1 armor

check penalty (-2 for Swim)

Possessions *Silver Arm of Ergoth*, mwk chain
shirt of distinction, +2 *heavy steel shield*, mwk
warhammer of glory, leather apron, smith's tools

THUNDERBANE CR 13

Male hill giant fighter 6

CE Large giant

Init +2; **Senses** low-light vision; Listen +14, Spot +14

Languages Common, Ogre

AC 22, touch 7, flat-footed 22
hp 177 (18 HD)

Fort +21, **Ref** +7, **Will** +10

Speed 30 ft. (scale mail); base 40 ft.

Melee +2 *shock Large greataxe* +26/+21/+16
(3d6+17/x3 plus 1d6 electricity) or

Melee 2 slams each +23 (1d4+9) or

Ranged rock +12 (2d6+9)

Space 10 ft.; **Reach** 10 ft.

Base Atk +15; **Grp** +28

Atk Options Great Cleave, Improved Bull Rush, Improved
Overrun, Improved Sunder, Power Attack

Special Actions rock throwing

Combat Gear *brooch of shielding* (77 hp remaining),
javelin of lightning (3; Reflex DC 14 half)

Abilities Str 29, Dex 6, Con 21, Int 10, Wis 11, Cha 8
SQ rock catching

Feats Alertness, Cleave, Great Cleave^B, Improved Bull
Rush, Improved Initiative^B, Improved Overrun^B,
Improved Sunder, Power Attack, Stubborn, Weapon
Focus (greataxe), Weapon Specialization (greataxe)^B

Skills Climb +9*, Intimidate +12, Jump
+9*, Listen +14, Spot +14

* includes adjustments for a -3 armor check penalty

Possessions combat gear plus +2 *scale mail*, +2
shock Large greataxe, *cloak of resistance* +3

MINIONS, MONSTERS, AND MINOR CHARACTERS

AXE BEAK CR 2

N Medium animal

Revised Bestiary of Krynn (modified austrich)

Init +2; **Senses** low-light vision; Listen +2, Spot +6

AC 15, touch 12, flat-footed 13; Dodge
hp 22 (4 HD)

Fort +5, **Ref** +6, **Will** +1

Speed 40 ft.; Run

Melee bite +6 (1d6+3) and kick +1 (1d4+1)

Base Atk +3; Grp +6

Abilities Str 17, Dex 14, Con 13, Int 2, Wis 10, Cha 10

Feats Dodge, Run

Skills Jump +10, Listen +2, Spot +6

Note An axe beak is simply an austrich with a primary bite attack.

BAAZ SPY CR 5

Male baaz draconian rogue 3

LE Medium dragon

Init +2; **Senses** darkvision 60 ft., low-light vision; Listen -2, Spot +4

Languages Common, Nerakese

AC 17, touch 12, flat-footed 15; Dodge

hp 34 (5 HD)

Immune disease, paralysis, *sleep*

SR 11

Fort +5, **Ref** +8, **Will** +2; evasion

Speed 30 ft.; glide, Run

Melee mwk short sword +6 (1d6+1/19-20) and claw +0 (1d4) or

Melee 2 claws each +5 (1d4+1) and bite +0 (1d4)

Base Atk +4; **Grp** +5

Atk Options sneak attack +2d6

Special Actions death throes (Reflex DC 13 to resist having the weapon fused inside the baaz's stone body)

Abilities Str 12, Dex 14, Con 12, Int 11, Wis 6, Cha 15

SQ draconian traits, inspired by dragons, low metabolism, trap sense +1, trapfinding

Feats Deceitful, Dodge, Run^B

Skills Bluff +11, Diplomacy +12, Disguise +13 (+15 in character), Forgery +8, Gather Information +10, Intimidate +4, Knowledge (local) +6, Sense Motive +4, Spot +4

Possessions +1 *leather armor*, mwk short sword

BALUCHITHERIUM CR 9

N Huge animal

Fiend Folio (indricothere)

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Listen +14, Spot +13

AC 19, touch 8, flat-footed 19

hp 184 (16 HD)

Fort +17, **Ref** +12, **Will** +7

Speed 40 ft.

Melee head butt +22 (2d6+11/19-20) and 2 stamps each +17 (2d6+5)

Space 15 ft.; **Reach** 10 ft.

Base Atk +12; **Grp** +31

Atk Options Improved Bull Rush, trample 2d6+16 (Reflex DC 29 half)

Abilities Str 33, Dex 10, Con 25, Int 2, Wis 14, Cha 9

Feats Alertness, Improved Bull Rush, Improved Critical (head butt), Improved Initiative, Lightning Reflexes, Weapon Focus (head butt)

Skills Listen +14, Spot +13

Knock Back (Ex) A creature hit by a baluchitherium's head butt attack must succeed on a DC 29 Fortitude save or be knocked back 10 feet. If the target cannot be knocked back 10 feet, it instead falls to the ground. If the first save fails, the target must succeed on another DC 29 Fortitude save or be stunned for 1 round.

BANSHEE CR 8

Female Qualinesti elf ghost noble 6

CE Medium undead (augmented humanoid [elf], incorporeal)

Init +3; **Senses** darkvision 60 ft., low-light vision; Listen +16, Spot +13

Aura fear (60-foot radius, *fear*, CL 6th, Will DC 18 negates)

Languages Abanasinian, Common, Elven, Sylvan

AC 18, touch 18, flat-footed 15

hp 39 (6 HD)

Immune undead traits

Resist turn resistance +4; **SR** 19

Fort +2, **Ref** +6, **Will** +6 (+8 against enchantments)

Speed fly 30 ft. (perfect)

Melee incorporeal touch +5 (1d8) (material opponents) or

Melee incorporeal touch +3 (1d8-1) (ethereal opponents)

Base Atk +4; **Grp** —

Special Actions corrupting touch, frightful moan (30-foot radius spread, causes panic for 2d4 rounds, Will DC 18 negates), inspire confidence 2/day

Abilities Str —, Dex 13, Con —, Int 14, Wis 12, Cha 20

SQ bonus class skill (Appraise), coordinate +1, favor +2, manifestation, rejuvenation

Feats Charming, Education, Quick-Thinking

Skills Appraise +6, Bluff +16, Diplomacy +21, Disguise +5 (+7 in character), Gather Information +14,

Hide +11, Intimidate +7, Knowledge (history) +13,

Knowledge (nobility and royalty) +13, Listen +16,

Perform +14, Search +10, Sense Motive +2, Spot +13

CELESTIAL GREATER BASILISK CR 12

LG Large outsider (augmented magical beast, extraplanar)

Init -1; **Senses** darkvision 60 ft., low-light vision; Listen +10, Spot +10

AC 17, touch 8, flat-footed 17

hp 189 (18 HD); **DR** 10/magic

Resist acid 10, cold 10, electricity 10; **SR** 23

Fort +18, **Ref** +12, **Will** +8

Speed 20 ft.

Melee bite +25 (2d8+10)

Space 10 ft.; **Reach** 5 ft.

Base Atk +18; **Grp** +29

Atk Options Blind-Fight, smite evil 1/day (+18 damage)

Special Actions petrifying gaze (Fort DC 21 negates)

Abilities Str 24, Dex 8, Con 21, Int 3, Wis 10, Cha 15

Feats Alertness, Blind-Fight, Great Fortitude,

Iron Will, Improved Natural Attack (bite),

Lightning Reflexes, Weapon Focus (bite)

Skills Hide +0*, Listen +10, Spot +10

Skills *The celestial greater basilisk's dull coloration and its ability to remain motionless for long periods of time grant it a +4 racial bonus on Hide checks in natural settings.

GHoul ROGUE CR 5

Male ghoule rogue 4

NE Medium undead

Init +7; **Senses** darkvision 60 ft.; Listen +9, Spot +10

Languages Common, Ergot

AC 17, touch 13, flat-footed 14; uncanny dodge

hp 13 (6 HD)

Immune undead traits

Resist +2 turn resistance

Fort +1, **Ref** +7, **Will** +5; evasion

Speed 30 ft.

Melee bite +6 (1d6+2 plus ghoule fever and paralysis)
and 2 claws +4 (1d3+1 plus paralysis) or

Ranged shortspear +7 (1d6+2)

Base Atk +4; **Grp** +6

Atk Options ghoule fever (bite, DC 12, incubation
1 day, 1d3 Con and 1d3 Dex), paralysis (DC 14,
1d4+1 rounds, elves immune), sneak attack +2d6

Abilities Str 14, Dex 17, Con –, Int 13, Wis 13, Cha 12

SQ trap sense +1, trapfinding

Feats Ability Focus (paralysis), Improved

Initiative, Multiattack

Skills Balance +9, Climb +10, Hide +11, Jump +12, Listen
+9, Move Silently +11, Spot +10, Tumble +13

Possessions leather armor, shortspear

KAGONESTI BRAVE CR 4

Male Kagonesti elf ranger 2/barbarian 2

N Medium humanoid

Races of Ansalon (Kagonesti racial ability modifiers)

Init +2; **Senses** *elvensight* (darkvision 30 ft.,
low-light vision); Listen +7, Spot +3

Languages Elven, Sylvan

AC 15, touch 12, flat-footed 13; uncanny dodge

hp 33 (4 HD)

Immune *sleep*

Fort +8, **Ref** +5, **Will** +1 (+3 against enchantments)

Speed 30 ft. (hide armor); base 40 ft.

Melee mwk warhammer +9 (1d8+3/x3) or

Melee mwk warhammer +7 (1d8+3/x3) and kukri +5
(1d4+1/18-20) with Two-Weapon Fighting or

Ranged sling +6 (1d4+3)

Base Atk +4; **Grp** +7

Atk Options combat style (two-weapon fighting),
favored enemy animal +2, rage 1/day (7 rounds)

Abilities Str 16, Dex 14, Con 14, Int 8, Wis 13, Cha 8

SQ wild empathy +1 (magical beasts -3)

Feats Power Attack, TrackB, Two-Weapon
FightingB, Weapon Focus (warhammer)

Skills Climb +7*, Jump +7*, Knowledge (nature) +3,
Listen +7, Search +1, Spot +3, Survival +9, Swim +5*

* includes adjustments for a -2 armor

check penalty (-4 for Swim)

Possessions mwk hide armor, mwk kukri, mwk
warhammer, sling with 10 sling bullets

Rage (Ex) When the Kagonesti brave rages,
his statistics change as follows:

AC 13, touch 10, flat-footed 11

hp 41

Fort +10, **Will** +3 (+5 against enchantments)

Melee mwk warhammer +11 (1d8+5/x3) or

Melee mwk warhammer +9 (1d8+5/x3) and kukri
+7 (1d4+2/18-20) with Two-Weapon Fighting

Grp +9

Abilities Str 20, Con 18

Skills Climb +9*, Jump +9*, Swim +7*

* includes adjustments for a -2 armor
check penalty (-4 for Swim)

KAGONESTI SERVANT CR 6

Male and female Kagonesti elf expert 7

N Medium humanoid

Races of Ansalon (Kagonesti racial ability modifiers)

Init +1; **Senses** *elvensight* (darkvision 30 ft., low-
light vision); Listen +11, Spot +11

Languages Elven, Sylvan

AC 11, touch 11, flat-footed 12

hp 31 (7 HD)

Immune *sleep*

Fort +3, **Ref** +3, **Will** +4 (+6 against enchantments)

Speed 30 ft.

Melee sickle +5 (1d6) or

Ranged shortspear +6 (1d6)

Base Atk +5; **Grp** +5

Abilities Str 11, Dex 12, Con 12, Int 11, Wis 9, Cha 8

Feats Alertness, Self-Sufficient, Track

Skills Handle Animal +4, Heal +11, Knowledge
(nature) +11, Listen +11, Ride +3, Search +11, Spot
+11, Survival +12 (+14 above ground or following
tracks, +16 following tracks above ground)

Possessions leather armor, shortspear,
sickle, healer's kit, herbal supplies

KYRIE GUARD CR 5

Male kyrie warrior 4

N Medium monstrous humanoid

Bestiary of Krynn (Kyrie)

Init +3; **Senses** darkvision 60 ft.; Listen +1, Spot +3

Languages Auran, Ergot

AC 17, touch 13, flat-footed 14

hp 48 (8 HD)

Fort +6, **Ref** +8, **Will** +6

Speed 20 ft.; fly 50 ft. (good)

Melee 2 claws each +11 (1d8) or

Melee scimitar +8 (1d6/18-20) or

Ranged light crossbow +11 (1d8/19-20)

Base Atk +8; **Grp** +8

Atk Options Flyby Attack

Mystic Spells Known (CL 3rd, +11 melee touch)

1st (6/day)—*cure light wounds*, *entropic shield*,
sanctuary^D (DC 12), *shield of faith*

0 (6/day)—*detect magic*, *guidance*, *know*
direction, *mending*, *resistance*

D: Domain spell. Domain: Protection

Abilities Str 11, Dex 17, Con 12, Int 9, Wis 12, Cha 8

Feats Flyby Attack, Improved Natural Attack (claws), Weapon Finesse
Skills Handle Animal +3, Knowledge (nature) +1, Spot +3, Survival +4
Possessions mwk leather armor, *ring of protection* +1, light crossbow with 2 bolts

KYRIE WARHAWK CR 11

Male kyrie fighter 9

N Medium monstrous humanoid

Bestiary of Krynn (Kyrie)

Init +5; **Senses** darkvision 60 ft.; Listen +4, Spot +4

Languages Auran, Ergot

AC 21, touch 17, flat-footed 16

hp 80 (13 HD)

Fort +10, **Ref** +12, **Will** +9

Speed 20 ft.; fly 50 ft. (good)

Melee 2 claws each +19 (1d8+3) or

Melee +2 *handaxe* +21/+16/+11 (1d6+5/x3) and claw +14 (1d8+3) or

Melee +2 *handaxe* +19/+14/+9 (1d6+5/x3) and +2 *handaxe* +19 (1d6+4/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +13; **Grp** +14

Atk Options Flyby Attack, Two-Weapon Fighting

Special Actions Hover

Mystic Spells Known (CL 3rd, +18 melee touch)

1st (6/day)—*cause fear* (DC 13), *cure light wounds*, *magic weapon*, *sanctuary* (DC 13)

0 (6/day)—*create water*, *detect magic*, *guidance*, *resistance*, *virtue*

D: Domain spell. Domain: War

Abilities Str 12, Dex 20, Con 12, Int 10, Wis 15, Cha 10

Feats Combat Reflexes^B, Flyby Attack, Great Fortitude, Hover, Improved Natural Attack (claws), Two-Weapon Fighting^B, Weapon Finesse, Weapon Focus (claws)^B, Weapon Focus (handaxe)^B, Weapon Specialization (claws)^B, Weapon Specialization (handaxe)^B

Skills Handle Animal +5, Intimidate +6, Knowledge (nature) +5, Listen +4, Spot +4, Survival +6 (+8 above ground)

Possessions *bracers of armor* +2, +2 *handaxes* (2), *ring of protection* +2

OGRE GUARD CR 6

Male ogre warrior 4

CE Large giant

Init -2; **Senses** darkvision 60 ft., low-light vision; Listen +6, Spot +6

Languages Common, Ogre

AC 15, touch 7, flat-footed 15

hp 67 (8 HD)

Fort +11, **Ref** +0, **Will** +2

Speed 30 ft. (hide armor); base 40 ft.

Melee Large greatclub +13/+8 (2d8+9) or

Ranged Large javelin +4 (1d8+6)

Space 10 ft.; **Reach** 10 ft.

Base Atk +7; **Grp** +17

Abilities Str 22, Dex 6, Con 17, Int 7, Wis 11, Cha 5

Feats Alertness, Toughness, Weapon Focus (greatclub)

Skills Climb +6*, Listen +6, Spot +6

* includes adjustments for a -3 armor check penalty

Possessions hide armor, Large greatclub, Large javelin

OGRE LEADER CR 9

Male ogre fighter 6

CE Large giant

Init +1; **Senses** darkvision 60 ft., low-light vision; Listen +3, Spot +3

Languages Common, Ogre

AC 20, touch 10, flat-footed 20; Dodge

hp 67 (10 HD)

Fort +9, **Ref** +3, **Will** +3

Speed 30 ft. (scale mail); base 40 ft.

Melee mwk Large battleaxe +16/+11 (2d6+7/x3) or

Ranged Large spear +9/+4 (2d6+10/x3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +9; **Grp** +20

Atk Options Great Cleave, Improved Sunder, Power Attack

Abilities Str 24, Dex 13, Con 13, Int 6, Wis 12, Cha 9

Feats Cleave^B, Dodge, Great Cleave^B, Improved Sunder^B, Power Attack^B, Toughness (x2), Weapon Focus (battleaxe)

Skills Climb +6*, Intimidate +5, Listen +3, Spot +3

* includes adjustments for a -4 armor check penalty

Possessions mwk scale mail, light wooden shield, mwk Large battleaxe, Large spear (2)

OGRE WARRIOR CR 6

Male ogre warrior 4

CE Large giant

Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +1, Spot +1

Languages Common, Ogre

AC 17, touch 9, flat-footed 17

hp 67 (8 HD)

Fort +11, **Ref** +2, **Will** +1

Speed 30 ft. (hide armor); base 40 ft.

Melee Large greatclub +13/+8 (2d8+9) or

Ranged Large javelin +6/+1 (1d8+6)

Space 10 ft.; **Reach** 10 ft.

Base Atk +7; **Grp** +17

Atk Options Power Attack

Abilities Str 22, Dex 10, Con 17, Int 6, Wis 9, Cha 4

Feats Power Attack, Toughness, Weapon Focus (greatclub)

Skills Climb +7*, Jump +6*, Listen +1, Spot +1

* includes adjustments for a -3 armor check penalty

Possessions hide armor, Large greatclub, Large javelin (3)

QUALINESTI GUARD CR 4

Male Qualinesti elf fighter 4

CG Medium humanoid

Init +3; **Senses** *elvensight* (darkvision 30 ft., low-light vision); Listen +3, Spot +3

Languages Common, Elven

AC 17, touch 13, flat-footed 14; Dodge

hp 30 (4 HD)

Immune *sleep***Fort** +5, **Ref** +4, **Will** +2 (+4 against enchantments)**Speed** 30 ft.**Melee** mwk longsword +8 (1d8+4/19-20) or**Ranged** mwk composite longbow +8 (1d8+2/x3)**Base Atk** +4; **Grp** +6**Atk Options** Point Blank Shot, Power Attack**Abilities** Str 15, Dex 16, Con 12, Int 10, Wis 12, Cha 8**Feats** Dodge^B, Point Blank Shot, Power Attack^B, WeaponFocus (longsword), Weapon Specialization (longsword)^B**Skills** Diplomacy +0, Handle Animal +6, Intimidate +6,

Listen +3, Ride +5, Search +2, Sense Motive +2, Spot +3

Possessions mwk chain shirt, mwk longsword, mwk

composite longbow [+2 Str] with 20 arrows

QUALINESTI HUNTMASTER CR 9

Male Qualinesti elf ranger 3/fighter 6

LG Medium humanoid

Init +4; **Senses** *elvensight* (darkvision 30 ft., low-light vision); Listen +11, Spot +11**Languages** Common, Elven**AC** 20, touch 14, flat-footed 16; Dodge, Mobility**hp** 50 (9 HD)**Immune** *sleep***Resist** Endurance**Fort** +8, **Ref** +9, **Will** +4 (+6 against enchantments)**Speed** 30 ft.**Melee** mwk longsword +12/+7 (1d8+2/19-20) or**Ranged** +1 *composite longbow* +15/+10 (1d8+5/x3) or**Ranged** +1 *composite longbow* +13/+13/+8
(1d8+5/x3) with Rapid Shot**Base Atk** +9; **Grp** +11**Atk Options** combat style (archery), favored
enemy animal +2, Point Blank Shot, Precise
Shot, Rapid Shot, Shot on the Run**Abilities** Str 14, Dex 18, Con 11, Int 10, Wis 12, Cha 9**SQ** wild empathy +2 (magical beasts -2)**Feats** Alertness, Dodge, Endurance^B, Mobility, PointBlank Shot^B, Precise Shot^B, Rapid Shot^B, Shoton the Run^B, Track^B, Weapon Focus (longbow),Weapon Specialization (longbow)^B**Skills** Climb +8, Diplomacy +0, Gather Information +0,

Hide +11, Jump +8, Knowledge (nature) +4, Listen +11,

Move Silently +11, Search +8, Spot +11, Survival +11

Possessions +1 *mithral chain shirt*, mwk buckler, mwklongsword, +1 *composite longbow* [+2 Str] with 40arrows, *boots of elvenkind*, *cloak of elvenkind***QUALINESTI WARRIOR CR 8**

Male Qualinesti elf fighter 8

CG Medium humanoid

Knightly Orders of Ansalon (Shield Focus feat)**Init** +3; **Senses** (darkvision 30 ft., low-light vision); Listen +3, Spot +3**Languages** Common, Elven**AC** 20, touch 13, flat-footed 17; Dodge, Mobility**hp** 56 (8 HD)**Immune** *sleep***Fort** +6, **Ref** +2, **Will** +2 (+2 against enchantments)**Speed** 30 ft.; Spring Attack**Melee** +1 *longsword* +13/+8 (1d8+6/19-20) or**Ranged** +1 *composite longbow* +12/+7 (1d8+4/x3)**Base Atk** +8; **Grp** +11**Atk Options** Point Blank Shot, Power Attack**Abilities** Str 16, Dex 16, Con 12, Int 10, Wis 12, Cha 8**Feats** Dodge^B, Mobility, Point Blank Shot, Power Attack^B,Shield Focus^B, Spring Attack^B, Weapon Focus(longsword), Weapon Specialization (longsword)^B**Skills** Diplomacy +0, Intimidate +10, Jump +12*,

Listen +3, Search +2, Sense Motive +2, Spot +3

* includes adjustments for a -2 armor check penalty

Possessions elven chain, mwk buckler, +1 *longsword*,+1 *composite longbow* [+3 Str] with 20 arrows**SAQUALAMINOI CR 4**

N Large giant (cold)

Revised Bestiary of Krynn (Saqualaminoi)**Init** +0; **Senses** low-light vision; Listen +2, Spot +1**Languages** Ogre (dialect)**AC** 17, touch 9, flat-footed 17**hp** 63 (8 HD)**Immune** cold**Fort** +9, **Ref** +2, **Will** +3**Weakness** vulnerability to fire**Speed** 40 ft.**Melee** 2 slams each +12 (1d4+6) or**Melee** Large club +12 (1d8+6)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +6; **Grp** +16**Atk Options** Power Attack**Abilities** Str 23, Dex 11, Con 16, Int 6, Wis 13, Cha 9**Feats** Endurance, Power Attack, Toughness**Skills** Balance +2 (+10 on ice), Climb +8, Hide -

2*, Jump +8, Listen +2, Survival +3

Possessions Large club**Skills** *A saqualaminoi has a +4 bonus to
Hide checks when in snowy terrain.**SILVANEesti GUARD CR 4**

Male Silvanesti elf fighter 4

LN Medium humanoid

Init +3; **Senses** *elvensight* (darkvision 30 ft.,
low-light vision); Listen +3, Spot +3**Languages** Common, Elven**AC** 18, touch 13, flat-footed 15; Dodge**hp** 26 (4 HD)**Immune** *sleep***Fort** +4, **Ref** +4, **Will** +2 (+4 against enchantments)**Speed** 30 ft.**Melee** mwk longsword +8 (1d8+2/19-20) or**Ranged** mwk composite longbow +8 (1d8+1/x3)**Base Atk** +4; **Grp** +6**Atk Options** Combat Expertise, Point Blank Shot**Abilities** Str 15, Dex 16, Con 10, Int 13, Wis 13, Cha 6

Feats Combat Expertise^B, Dodge, Education, Point Blank Shot, Weapon Focus (longsword)^B
Skills Climb +1*, Intimidate +5, Jump +8*, Knowledge (arcana) +7, Knowledge (nature) +7, Listen +3, Ride +3, Search +3, Spot +5, Swim +0*

* includes adjustments for a -1 armor check penalty (-2 for Swim)

Possessions mwk chain shirt, mwk buckler, mwk longsword, mwk composite longbow [+1 Str] with 20 arrows

SILVANEesti HUNTMASTER CR 9

Male Silvanesti elf ranger 3/fighter 6

LN Medium humanoid

Init +5; **Senses** *elvensight* (darkvision 30 ft., low-light vision); Listen +10, Spot +13

Languages Common, Elven, Sylvan

AC 20, touch 13, flat-footed 17; Dodge, Mobility
hp 53 (9 HD)

Immune *sleep*

Resist Endurance

Fort +9, **Ref** +8, **Will** +4 (+6 against enchantments)

Speed 30 ft.

Melee +1 *longsword* +13/+8 (1d8+4/19-20) or

Ranged +1 *composite longbow* +14/+9 (1d8+4/19-20/x3) or
+1 *composite longbow* +12/+12/+7
(1d8+4/19-20/x3) with Rapid Shot

Base Atk +9; **Grp** +12

Atk Options combat style (archery), favored enemy
animal +2, Point Blank Shot, Precise Shot

Abilities Str 16, Dex 16, Con 12, Int 12, Wis 12, Cha 6

SQ wild empathy +1 (magical beasts -3)

Feats Dodge, Endurance^B, Education, Improved

Critical (longbow)^B, Mobility^B, Point Blank
Shot, Precise Shot^B, Quick-Thinking, Rapid
Shot^B, Track^B, Weapon Focus (longbow)^B

Skills Climb +7*, Hide +7*, Jump +7*, Knowledge (arcana)
+8, Knowledge (nature) +9, Listen +10, Move Silently
+7*, Search +5, Spot +13, Survival +13, Swim +5*

* includes adjustments for a -2 armor
check penalty (-4 for Swim)

Possessions +1 *elven chain*, mwk buckler, +1 *longsword*,
+1 *composite longbow* [+3 Str] with 40 arrows

SILVANEesti NOBLE CR 6

Male Silvanesti elf noble 6

LN Medium humanoid

Init +2; **Senses** *elvensight* (darkvision 30 ft.,
low-light vision); Listen +7, Spot +7

Languages Common, Elven

AC 15, touch 12, flat-footed 13; Dodge
hp 21 (6 HD)

Immune *sleep*

Fort +2, **Ref** +7, **Will** +4 (+6 against enchantments)

Speed 30 ft.

Melee mwk short sword +4 (1d6-1/19-20) or

Ranged mwk longbow +7 (1d8-1/x3) and

Base Atk +4; **Grp** +3

Atk Options Point Blank Shot

Special Actions inspire confidence 2/day

Abilities Str 9, Dex 14, Con 11, Int 12, Wis 8, Cha 11

SQ bonus class skill (Spot), coordinate +1, favor +2

Feats Dodge, Persuasive, Point Blank Shot

Skills Appraise +4, Bluff +5, Diplomacy +11, Gather

Information +3, Intimidate +2, Knowledge
(arcana) +5, Knowledge (nobility and royalty)
+10, Listen +7, Search +6, Spot +7

Possessions combat gear plus mwk leather armor, buckler,
mwk short sword, mwk longbow with 20 arrows

SILVANEesti WARRIOR CR 8

Male Silvanesti elf fighter 8

LN Medium humanoid

Init +3; **Senses** *elvensight* (darkvision 30 ft.,
low-light vision); Listen +3, Spot +3

Languages Common, Elven

AC 20, touch 13, flat-footed 17; Dodge

hp 48 (8 HD)

Immune *sleep*

Fort +6, **Ref** +5, **Will** +3 (+5 against enchantments)

Speed 30 ft.

Melee +1 *longsword* +13/+8 (1d8+6/19-20) or

Ranged +1 *composite longbow* +12/+7 (1d8+4/x3) or

Ranged +1 *composite longbow* +10/+10/+5
(1d8+4/x3) with Rapid Shot

Base Atk +8; **Grp** +11

Atk Options Combat Expertise, Improved
Disarm, Point Blank Shot

Abilities Str 16, Dex 16, Con 10, Int 13, Wis 13, Cha 6

Feats Combat Expertise^B, Dodge, Education, Improved

Disarm^B, Point Blank Shot, Rapid Shot^B, Weapon Focus
(longsword)^B, Weapon Specialization (longsword)^B

Skills Climb +6, Intimidate +9, Jump +9, Knowledge

(arcana) +7, Knowledge (nature) +7, Listen
+3, Ride +3, Search +3, Spot +5, Swim +6

Possessions +1 *mithral chain shirt*, +1 *buckler*, +1
longsword, +1 *composite longbow* [+3 Str] with 20 arrows

WARDEN PIXIE CR 6

Male and female pixie ranger 3

NG Small fey

Init +4; **Senses** low-light vision; Listen +10, Spot +10

Languages Auran, Common, Elven, Sylvan

AC 18, touch 15, flat-footed 14; Dodge, Mobility

hp 16 (3 HD); **DR** 10/cold iron

Resist Endurance; **SR** 18

Fort +3, **Ref** +3, **Will** +1

Speed 20 ft.; fly 60 ft. (good)

Melee mwk Small short sword +9 (1d4-1/19-20) or

Ranged mwk Small longbow +9 (1d6-1/x3) or

Ranged mwk Small longbow +7/+7 (1d6-
1/x3) with Rapid Shot

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** -2

Atk Options combat style (archery), favored enemy
human +2, greater invisibility, special arrows

Spell-Like Abilities (CL 8th):

1/day—*lesser confusion* (DC 13), *dancing lights*,
detect chaos, *detect good*, *detect evil*, *detect law*,
detect thoughts (DC 14), *dispel magic*, *entangle*
 (DC 13), *permanent image* (DC 18; visual and
 auditory elements only), *polymorph* (self only)

Abilities Str 9, Dex 19, Con 12, Int 14, Wis 14, Cha 15

SQ wild empathy +5 (magical beasts +1)

Feats Dodge^B, Endurance^B, Mobility, Rapid
 Shot^B, Track^B, Weapon Finesse

Skills Bluff +5, Knowledge (nature) +10, Listen +10,
 Move Silently +10, Search +10, Spot +10, Survival
 +8 (+10 above ground or following tracks, +12
 following tracks above ground), Swim +5

Possessions mwk leather armor, mwk Small longbow with
 12 normal arrows, 4 memory loss arrows (Will DC 14),
 and 8 sleep arrows (Will DC 14), mwk Small short sword

WOODSHAPER WARRIOR CR 6

Male and female Silvanesti elf ranger 2/rogue 2/fighter 2

LN Medium humanoid

Races of Ansalon (Verdant Spirit feat, blunt arrows)

Init +4; **Senses** *elvensight* (darkvision 30 ft.,
 low-light vision); Listen +9, Spot +9

Languages Elven

AC 17, touch 14, flat-footed 13

hp 36 (6 HD)

Immune *sleep*

Fort +7, **Ref** +10, **Will** +3 (+5 against enchantments); evasion

Speed 30 ft.

Melee sickle +9 (1d6+1) or

Ranged mwk composite longbow +11 (1d8+1/x3) or

Ranged mwk composite longbow +9/+9
 (1d8+1/x3) with Rapid Shot

Ranged mwk composite longbow +11
 (1d8+1 nonlethal; blunt arrow)

Base Atk +5; **Grp** +6

Atk Options combat style (archery), favored enemy
 human +2, Point Blank Shot, sneak attack +1d6

Abilities Str 12, Dex 18, Con 12, Int 10, Wis 13, Cha 8

SQ trapfinding, wild empathy +1 (magical beasts -3)

Feats Iron Will, Point Blank Shot^B, Rapid
 Shot^B, Track^B, Verdant Spirit, Weapon
 Finesse, Weapon Focus (longbow)^B

Skills Climb +5, Hide +11, Knowledge (nature)
 +12, Listen +9, Move Silently +11, Search +5,
 Spot +9, Survival +11 (+13 above ground)

Possessions mwk studded leather armor,
 sickle, mwk composite longbow [+1 Str]
 with 15 arrows and 5 blunt arrows

YOUNG ADULT WHITE DRAGON CR 8

CE Large dragon

Init +0; **Senses** blindsense 60 ft., darkvision 120
 ft., keen senses; Listen +20, Spot +20

Aura frightful presence (DC 17, 150 ft., HD 14 or fewer)

Languages Draconic

AC 23, touch 9, flat-footed 23

hp 142 (15 HD); **DR** 5/magic

Immune cold, paralysis, *sleep*

SR 16

Fort +12, **Ref** +11, **Will** +9

Weakness vulnerability to fire

Speed 60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.

Melee* bite +14 (2d6+8) and 2 claws each +9 (1d8+6) and
 2 wings each +9 (1d6+6) and tail slap +9 (1d8+10)

* includes adjustments for a 4-point Power Attack

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Base Atk +15; **Grp** +23

Atk Options Cleave, Flyby Attack, Power Attack

Special Actions breath weapon (40 ft. cone, 5d6
 cold, Reflex DC 20 half), Wingover

Spell-Like Abilities (CL 5th):

3/day—*fog cloud*

Abilities Str 19, Dex 10, Con 17, Int 8, Wis 11, Cha 10

SQ icewalking

Feats Alertness, Cleave, Flyby Attack, Lightning
 Reflexes, Power Attack, Wingover

Skills Hide +2, Intimidate +6, Knowledge
 (nature) +8, Listen +20, Move Silently +6,
 Sense Motive +9, Spot +20, Swim +22

YOUNGBLOOD CR 6

Male and female Qualinesti elf noble 3/fighter 3

CG Medium humanoid

Init +2; **Senses** *elvensight* (darkvision 30 ft.,
 low-light vision); Listen +7, Spot +7

Languages Common, Elven

AC 15, touch 12, flat-footed 13; Dodge, Mobility

hp 30 (6 HD)

Immune *sleep*

Fort +4, **Ref** +6, **Will** +3 (+5 against enchantments)

Speed 30 ft.

Melee mwk warhammer +6 (1d8/x3) or

Ranged darts +7 (1d4)

Base Atk +5; **Grp** +5

Atk Options Point Blank Shot, Precise Shot

Special Actions inspire confidence 1/day

Abilities Str 11, Dex 14, Con 11, Int 12, Wis 9, Cha 6

SQ bonus class skill (Spot), favor +2

Feats Alertness, Dodge, Mobility^B, Point
 Blank Shot, Precise Shot^B

Skills Climb +3, Diplomacy +6, Jump +3,
 Knowledge (arcana) +8, Listen +7, Search
 +1, Sense Motive +5, Spot +7, Swim +3

Possessions mwk studded leather armor,
 mwk warhammer, darts (10)

ZENOL NOMAD CR 6

Male nomad human barbarian 6

CN Medium humanoid

Init +2; **Senses** Listen +10, Spot +1

Languages Common, Ergot

AC 15, touch 12, flat-footed 13; improved
 uncanny dodge, uncanny dodge

hp 56 (6 HD)

Fort +7, Ref +4, Will +3

Speed 40 ft.; Ride-By Attack

Melee mwk spear +9/+4 (1d8+3/x3) or

Ranged bolas +8/+3 (1d4+2 nonlethal)

Base Atk +6; Grp +8

Atk Options Mounted Combat, rage 2/day (7 rounds)

Abilities Str 14, Dex 14, Con 15, Int 10, Wis 12, Cha 8

SQ illiteracy, trap sense +1

Feats Exotic Weapon Proficiency (bolas)^B, Mounted

Combat, Ride-By Attack, Weapon Focus (spear)

Skills (45) Handle Animal +8, Listen +10,

Ride +13, Survival +10, Swim +11

Possessions mwk studded leather armor, mwk spear, bolas (3)

Rage (Ex) When the Zenol nomad rages,

his statistics change as follows:

AC 13, touch 10, flat-footed 13

hp 68

Fort +9, Will +5

Melee mwk spear +11/+6 (1d8+6/x3)

Grp +10

Abilities Str 18, Con 19

Skills Swim +13

CHAPTER SEVEN: WAR

LEADERS AND PERSONALITIES

LORD GUNTAR UTH WISTAN CR 13

Male civilized human fighter 9/Knight of the Rose 4

LG Medium humanoid

Knightly Orders of Ansalon (revised Knight of the Rose prestige class, Shield Focus feat)

Init +3; Senses Listen +3, Spot +3

Aura courage (10 ft., +4 morale bonus to saves against fear)

Languages Common, Ergot, Solamnic

AC 26, touch 11, flat-footed 25

hp 89 (13 HD); Diehard

Immune fear

Resist Endurance, Honor-bound

Fort +6, Ref +3, Will +3

Speed 20 ft. (*armor*); base 30 ft.

Melee +2 *longsword* +19/+14/+9 (1d8+6/19-20) or

Melee +1 *lance* +19/+14/+9 (1d8+5/x3)

Base Atk +13; Grp +17

Atk Options Mounted Combat, Ride-By Attack,

Spirited Charge, Tremendous Charge

Special Actions inspire courage (+2, 2/day),

inspire greatness (1 ally), rallying cry 3/day

Combat Gear *potion of bear's endurance*

Abilities Str 18, Dex 15, Con 13, Int 12, Wis 16, Cha 17

SQ heroic initiative +1, leadership bonus +1

Feats Diehard, Education, Endurance, Honor-bound^B, Leadership, Mounted Combat^B, Ride-By Attack^B, Shield Focus, Spirited Charge^B, Tremendous Charge^B, Weapon Focus (*lance*)^B

Skills Diplomacy +15, Handle Animal +9, Intimidate

+9, Knowledge (nobility and royalty) +13,

Knowledge (religion) +13, Ride +20

Possessions combat gear plus +2 *full plate*, +2

heavy steel shield, +2 *longsword*, +1 *lance*,

heavy warhorse with breastplate barding

Heroic Initiative (Ex) Gunthar gains a

+1 bonus on initiative checks.

Inspire Courage (Su) Twice a day, Gunthar may add a

+2 morale bonus to allies' saves against charm and fear

effects and a +2 morale bonus on attack and damage rolls.

The effects of this mind-affecting ability last for as long

as he continues to speak and for 5 rounds afterward.

Inspire Greatness (Su) Gunthar can inspire greatness

in a single willing ally within 30 ft., granting 2d10

temporary hit points, a +2 competence bonus on

attack rolls, and a +1 competence bonus on Fortitude

saves. The inspired ally is also considered to have two

additional Hit Dice for purposes of effects that depend

on a target's Hit Dice. Using this mind-affecting ability

counts as a use of Gunthar's inspire courage ability.

Rallying Cry (Ex) Three times a day as a free action,

Gunthar may utter a powerful shout that causes

all allies within 60 ft. who can hear him to gain

a +1 morale bonus on their next attack roll and

increase their base ground speed by 5 ft. on their

next move action. This is a mind-affecting ability.

KIPPER SNIFFERDOO CR 8

Male kender rogue 4/cleric 4 of Gilean

NG Small humanoid

Init +2; Senses Listen +9, Spot +11

Languages Common, Elven, Kenderspeak

AC 17, touch 13, flat-footed 15; uncanny dodge

hp 34 (8 HD)

Immune fear

Fort +7, Ref +9, Will +9 (+11 against enchantments); evasion

Speed 30 ft.

Melee +1 *hoopak* +8/+3 (1d4+1) as quarterstaff or

Ranged +1 *hoopak* +10/+5 (1d4+1) as sling

Base Atk +6; Grp +6

Atk Options sneak attack +2d6

Special Actions spontaneous casting (*cure* spells),

taunt, turn undead 6/day (+5, 2d6+7, 4th)

Cleric Spells Prepared (CL 4th, +7 melee

touch, +9 ranged touch)

2nd—*aid*, *calm emotions* (DC 14), *detect thoughts*^D

(CL 5th; DC 14), *enthrall* (DC 14)

1st—*command* (DC 13), *comprehend*

languages, *detect secret doors*^D (CL 5th),

obscuring mist, *protection from evil*

0—*cure minor wounds*, *detect magic* (CL

5th), *mending*, *read magic*, *resistance*

D: Domain spell. Domains: Knowledge, Liberation

Abilities Str 10, Dex 15, Con 11, Int 14, Wis 15, Cha 16

SQ aura of good, trap sense +1, trapfinding

Feats Improved Taunt, Lucky, Weapon Finesse

Skills Bluff +10 (+14 when taunting), Diplomacy +12,

Disable Device +11, Gather Information +12, Hide

+6, Intimidate +5, Knowledge (arcana) +7, Knowledge

(history) +5, Knowledge (local) +9, Knowledge

(religion) +7, Listen +9, Open Lock +13, Search

+9, Sleight of Hand +13, Spellcraft +7, Spot +11

Possessions +1 studded leather armor, +1 hoopak with 10 sling bullets, 5 cold iron sling bullets, 5 silver sling bullets, *bag of tricks* (gray), *medallion of faith*, *phylactery of faithfulness*, mwk thieves' tools, pouches

VIKOKA BAITAL CR 14

Male civilized human vampire cleric 12 of Sargonnas
LE Medium undead (augmented humanoid [human])
Init +6; **Senses** darkvision 60 ft.; Listen +14, Spot +14
Languages Common, Istarian, Solamnic

AC 24, touch 12, flat-footed 22; Dodge
hp 83 (12 HD); fast healing 5; DR 10/silver and magic
Immune undead traits
Resist cold 10, electricity 10, turn resistance +4
Fort +8, **Ref** +8, **Will** +12
Weakness vampire weaknesses

Speed 40 ft.

Melee +2 *morningstar* +16/+11 (1d8+7) and slam +9 (1d6+2 plus 2 negative levels) or

Ranged mwk heavy crossbow +12 (1d10/19-20)

Base Atk +9; **Grp** +14

Atk Options Combat Reflexes, Power Attack

Special Actions blood drain, children of the night, create spawn, dominate (30-ft. range, as *dominate person*, Will DC 20), energy drain, rage (12 rounds/day, otherwise as spell), rebuke undead 7/day (+6, 2d6+16, 12th), spontaneous casting (*inflict* spells)

Cleric Spells Prepared (CL 12th, +14

melee touch, +11 ranged touch)

6th—*antilife shell*, heightened *crushing despair*^D (DC 22), *word of recall*

5th—*dispel good*^E (DC 19; CL 13th), *fear*^D (DC 19), *flame strike* (DC 19), *mass inflict light wounds* (DC 19)

4th—*dismissal*, *divine power*, *spell immunity*, *tongues*, *unholy blight*^{DE} (DC 18; CL 13th)

3rd—*animate dead*, *bestow curse* (DC 17), *cure serious wounds* (DC 17), *dispel magic*, *magic circle against good*^{DE} (CL 13th), *protection from energy*

2nd—*death knell*^E (DC 16; CL 13th), *enthrall* (DC 18), *hideous laughter*^D (DC 18), *shatter* (DC 16), *silence* (DC 16), *spiritual weapon*

1st—*bane* (DC 17), *cause fear* (DC 15), *lesser confusion*^D (DC 17), *divine favor* (2), *hide from undead* (DC 15), *protection from good*

0—*detect magic*, *detect poison*, *inflict minor wounds* (DC 14), *light*, *mending*, *resistance*

D: Domain spell; E: Evil spell. Domains: Evil, Passion

Abilities Str 21, Dex 14, Con –, Int 14, Wis 18, Cha 18

SQ alternate form, aura of evil, aura of law, gaseous form, spider climb

Feats Alertness^B, Combat Reflexes^B, Dodge^B, Eschew Materials, Greater Spell Focus (enchantment), Heighten Spell^B, Improved Initiative^B, Lightning Reflexes^B, Power Attack, Skill Focus (Concentration), Spell Focus (enchantment)

Skills Bluff +17, Concentration +18, Diplomacy +16, Hide +9*, Intimidate +11, Jump +9*, Knowledge (arcana) +12, Knowledge (religion) +12, Listen +14, Move Silently +10, Search +10, Sense Motive +12, Spellcraft +14, Spot +14
* includes adjustments for a -1 armor check penalty

Possessions +2 chain shirt, +2 morningstar, boots of striding and springing, medallion of faith, pearl of power (3rd), mwk heavy crossbow with 10 bolts, vials of unholy water (3)

VINDAR OF KHURMAN CR 12

Male nomad human fighter 12
LE Medium humanoid
Init +5; **Senses** Listen -1, Spot -1
Languages Common, Khurish

AC 18, touch 11, flat-footed 17
hp 106 (12 HD); DR 3/- (banded mail)
Resist Honor-bound
Fort +12, **Ref** +6, **Will** +7

Speed 20 ft. (*armor*); base 30 ft.

Melee* *Joqhumitai* +15/+10/+5 (2d6+20/17-20) or

Melee mwk short sword +17/+12/+7 (1d6+4/19-20)

* includes adjustments for a 5-point Power Attack

Base Atk +12; **Grp** +16

Atk Options Great Cleave, Improved Sunder, Mounted Combat, Power Attack

Abilities Str 18, Dex 13, Con 16, Int 10, Wis 8, Cha 12

Feats Cleave^B, Great Cleave, Greater Weapon Focus

(greatsword)^B, Honor-bound, Improved Critical

(greatsword)^B, Improved Initiative^B, Improved

Sunder, Iron Will, Mounted Combat^B, Power

Attack^B, Stubborn, Weapon Focus (greatsword)^B,

Weapon Specialization (greatsword)^B

Skills Climb +9*, Handle Animal +6,

Intimidate +18, Jump +9*, Ride +8

* includes adjustments for a -5 armor check penalty

Possessions +1 star metal banded mail, *Joqhumitai* (greatsword of life stealing), *amulet of health* +2, *cloak of resistance* +1, mwk short sword

VIRKHUS CR 19

Male knight haunt fighter 4/Knight of the Rose 8
LG Medium undead
Knightly Orders of Ansalon (revised Knight of the Rose prestige class), *Revised Bestiary of Krynn* (Knight Haunt), *War of the Lance* (sacred armor quality)
Init +3; **Senses** darkvision 60 ft.; Listen +9, Spot +9
Aura courage (10 ft., +4 morale bonus to saves against fear)
Languages Common, Istarian, Solamnic

AC 29 (31 against evil creatures), touch 15, flat-footed 28 (30 against evil creatures); Dodge
hp 135 (20 HD); DR 5/adamantine

Immune undead traits

Resist Endurance, fire 10 (*shield*), Honor-bound, turn resistance +2; +2 save against spells or spell-like abilities with the evil descriptor (*armor*); SR 26

Fort +12, **Ref** +6, **Will** +17

Speed 20 ft., fly 20 ft. (perfect) in full plate; base 30 ft., fly 30 ft. (perfect)

Melee +2 *holy longsword* +24/+19/+14/+9 (1d8+9/17-20)

Base Atk +16; **Grp** +21

Atk Options Mounted Combat, Power Attack

Special Actions inspire courage (+4, 4/day), inspire greatness (2 allies), rallying cry 3/day

Spell-Like Abilities (CL 8th):

3/day—*detect chaos*, *detect evil*, *detect magic*

Abilities Str 20, Dex 12, Con –, Int 12, Wis 19, Cha 18

SQ heroic initiative +2, horrific appearance, leadership bonus +2, rejuvenation, wisdom of the Measure

Feats Diehard, Dodge, Endurance, Honor-bound, Improved Critical (longsword), Leadership, Mounted Combat^B, Power Attack, Weapon Focus (longsword)^B, Weapon Specialization (longsword)^B

Skills Diplomacy +20, Intimidate +12, Knowledge (nobility and royalty) +17, Knowledge (religion) +17, Listen +9, Ride +12, Spot +9

Possessions +2 *sacred full plate*, +2 *fire resistance heavy steel shield*, +2 *holy longsword*, *horn of dawn*

Horrific Appearance (Su) Any living creature within 60 feet that views Virkhus must succeed on a DC 18 Fortitude save or immediately take 1d4 points of Strength damage. The save DC is Charisma-based. A creature that successfully saves against this effect cannot be affected by Virkhus's horrific appearance for 24 hours. Virkhus may suppress this ability as a free action.

Inspire Courage (Su) Four times a day, Virkhus may add a +4 morale bonus to allies' saves against charm and fear effects and a +4 morale bonus on attack and damage rolls. The effects of this mind-affecting ability last for as long as he continues to speak and for 5 rounds afterward.

Inspire Greatness (Su) Virkhus can inspire greatness in up to two willing allies within 30 ft., granting 2d10 temporary hit points, a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The inspired ally is also considered to have two additional Hit Dice for purposes of effects that depend on a target's Hit Dice. Using this mind-affecting ability counts as a use of Virkhus's inspire courage ability.

Rallying Cry (Ex) Three times a day as a free action, Virkhus may utter a powerful shout that causes all allies within 60 ft. to gain a +1 morale bonus on their next attack roll and increase their base ground speed by 5 ft. on their next move action. This mind-affecting ability only affects allies who can hear Virkhus's rallying cry.

Rejuvenation (Su) If Virkhus is destroyed, he will be restored at the rise of Solinari's next full moon. If Virkhus's armor or weapons have been taken, he may manifest within the armor. If the armor is being worn by another person, it immediately falls apart and reforms around Virkhus's spirit. If Virkhus's weapon or shield is being carried by another person, he can attempt to wrest it free with a successful Charisma check opposed by the bearer's Strength check. Pouring holy water on Virkhus's armor, or casting a *hallow* spell upon the area where he was destroyed, frees him from his undeath and allows him to pass out of the world and through the Gate of Souls.

Wisdom of the Measure (Ex) Twice a day, Virkhus may use his extensive knowledge of the Solamnic Measure to inform his actions. If he succeeds at a DC 20 Knowledge (nobility and royalty) check, he is granted the effects of an *augury* spell cast by a

20th-level cleric. The information provided by this ability always comes in the form of an historical anecdote, proverb, or law written in the Measure.

YARUS DONNER

CR 22

Male civilized human ghost cleric 10 of Kiri-Jolith/Knight of the Sword 10 (Clerist 1/4/8)

LG Medium undead (augmented humanoid)

Knightly Orders of Ansalon (revised Knight of the Sword prestige class, Clerist substitution levels)

Init +3; **Senses** darkvision 60 ft.; Listen +13, Spot +13

Aura courage (10 ft., allies gain +4 morale bonus to saves against fear)

Languages Celestial, Common, Ergot, Istarian, Solamnic

AC 15, touch 15, flat-footed 13; or 27, touch

14, flat-footed 26 against ethereal foes

hp 135 (20 HD); Diehard

Immune incorporeal traits, undead traits

Resist Endurance, Honor-bound, turn resistance +4

Fort +20, **Ref** +14, **Will** +25

Speed 20 ft., fly 20 ft. (perfect) in full plate; base 30 ft., fly 30 ft. (perfect)

Melee +2 *ghost touch holy heavy mace* +21/+16/+11/+6 (1d8+4) or

Melee +1 *axiomatic lance* +20/+15/+10/+5 (50% miss chance against non-ethereal foes) (1d8+4/x3)

Base Atk +17; **Grp** +19

Atk Options Mounted Combat

Special Actions manifestation, smite evil 4/day (+3 attack, +10 damage), soul of knighthood, telekinesis (once every 1d4 rounds; DC 23), turn undead 4/day (+5, 2d6+20, 17th)

Cleric Spells Prepared (CL 19th, +19

melee touch, +19 ranged touch)

9th—*quickened mass cure light wounds*, *mass heal*, *quickened holy smite*^{DG} (DC 20; CL 20th), *quickened righteous might*

8th—*discern location*, *fire storm* (DC 23), *greater spell immunity*, *shield of law*^{DL} (CL 20th)

7th—*holy word*^{DG} (DC 22; CL 20th), *greater restoration*, *resurrection*, *quickened searing light*, *summon monster VII*

6th—*banishment*, *heal*, *hold monster*^D (DC 21), *mass bull's strength*, *word of recall*

5th—*atonement* (2), *dispel evil*^{DG} (DC 20; CL 20th), *flame strike* (DC 20), *raise dead*, *true seeing*, *wall of stone*

4th—*dismissal* (DC 19), *divine power* (2), *greater magic weapon*, *order's wrath*^{DL} (DC 19; CL 20th), *restoration*, *tongues*

3rd—*magic circle against evil*^{DG} (CL 20th), *prayer*, *protection from energy*, *remove blindness/deafness*, *remove disease*, *searing light* (2)

2nd—*aid*, *bull's strength*, *calm emotions*^D (DC 17), *delay poison*, *remove paralysis*, *lesser restoration*, *status*

1st—*bane* (DC 16), *bless*, *command* (DC 16), *divine favor* (2), *protection from chaos*^{DL} (CL 20th), *sanctuary* (DC 16), *shield of faith*

0—*create water*, *detect magic*, *detect poison*, *light*, *mending*, *resistance*

D: Domain spell; G: Good spell; L: Lawful spell. Domains: Good, Law

Spell-Like Abilities (CL 20th):

1/day—*holy aura* (self only, duration 10 rounds)

Abilities Str 15, Dex 14, Con –, Int 17, Wis 21, Cha 17

SQ aura of good, divine grace, heroic initiative +1, rejuvenation

Feats Diehard, Endurance, Honor-bound, Leadership, Martial Weapon Proficiency (lance), Mounted Combat, Negotiator^B, Quicken Spell

Skills Concentration +15, Diplomacy +29, Heal +15, Hide +4*, Knowledge (nobility and royalty) +13, Knowledge (the planes) +8, Knowledge (religion) +26, Listen +13, Ride +17, Search +11, Sense Motive +17, Spellcraft +13, Spot +13
* includes adjustments for a -6 armor check penalty

Possessions +2 *heavy fortification full plate*, +1 *heavy steel shield*, +2 *ghost touch holy heavy mace*, +1 *axiomatic lance*, *cloak of resistance* +3, *medallion of faith*, *ring of protection* +3

Soul of Knighthood (Su) Any weapon Yarus uses in combat is considered good-aligned for the purposes of overcoming the damage reduction of certain evil outsiders. In addition, he may cloak himself in a *holy aura* once per day, as the spell, with a duration of 10 rounds. Only Yarus is protected by this aura.

Minions, Monsters, and Minor Characters

Bozak Elite Guard CR 7

Male bozak draconian sorcerer 2

LE Medium dragon

Init +2; **Senses** darkvision 60 ft., low-light vision; Listen +7, Spot +7

Languages Common, Draconic, Infernal, Nerakese

AC 21, touch 12, flat-footed 19; **Dodge**

hp 43 (6 HD)

Immune disease, paralysis, *sleep*

SR 16

Fort +5, **Ref** +6, **Will** +7

Speed 30 ft.; glide, Run

Melee mwk short sword +6 (1d6/19-20) and claw +0 (1d4) or

Melee 2 claws each +5 (1d4) and bite +0 (1d4)

Base Atk +5; **Grp** +5

Special Actions death throes (10-ft. radius, 1d6, Reflex DC 15 half)

Sorcerer Spells Known (CL 6th, +5

melee touch, +7 ranged touch)

3rd (5/day)—*lightning bolt* (DC 18)

2nd (7/day)—*deep slumber* (DC 16), *web* (DC 17)

1st (7/day)—*burning hands* (DC 16), *cause fear* (DC 15), *expeditious retreat*, *shield*

0 (6/day)—*acid splash*, *daze* (DC 14), *flare* (DC 15), *light*, *mage hand*, *message*, *resistance*

Abilities Str 10, Dex 14, Con 13, Int 14, Wis 10, Cha 18

SQ draconian traits, inspired by dragons, low metabolism, summon familiar

Feats Combat Casting, Dodge, Run^B, Spell Focus (evocation)

Skills Bluff +13, Concentration +10 (+14 casting defensively), Diplomacy +13, Disguise +4 (+6 in character), Intimidate +13, Knowledge (arcana) +9, Listen +7, Spellcraft +13, Spot +7, Use Magic Device +5 (+7 involving scrolls)

Possessions mwk short sword, *bracers of armor* +1

Celestial Greater Grim CR 10

Celestial advanced grim

NG Medium magical beast (extraplanar)

Ravenloft: Denizens of Dread (Grim)

Init +10; **Senses** darkvision 60 ft., detect corruption 60 ft., low-light vision; Listen +13, Spot +17

Languages Celestial, Common

AC 18, touch 16, flat-footed 12

hp 76 (8 HD); **DR** 15/magic

Immune necromantic effects

Resist acid 10, cold 10, electricity 10; **SR** 20

Fort +10, **Ref** +12, **Will** +4

Speed 60 ft. (as cat or dog); or 10 ft., fly 90 ft. average (as owl)

Melee 2 claws each +14 (1d4+2) and bite

+12 (1d6+1) as cat or owl or

Melee bite +14 (2d6+3) as dog

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +10

Atk Options smite evil 1/day (+8 damage)

Special Actions frightful presence (Will DC

17 negates), turning 10/day (+3, 2d6+12, 9th, also affects evil outsiders)

Abilities Str 14, Dex 22, Con 18, Int 12, Wis 14, Cha 16

SQ ethereal being, magic circle against evil

Feats Extra Turning, Improved Initiative, Multiattack^B, Weapon Finesse

Skills Diplomacy +5, Listen +13, Sense Motive +17, Spot +17

Detect Corruption (Su) A grim continuously detects the presence of evil undead and outsiders within a 60-foot radius.

Frightful Presence (Ex) At first detection of evil within its territory, the grim lets out a ghostly howl (or screech) that can strike fear into the hearts of evil beings. An evil creature within 30 feet of a howling grim must make a successful DC 17 Will save or become panicked for 4d6 rounds. A creature with 5 or more Hit Dice is instead shaken for 4d6 rounds. An evil opponent who succeeds at the saving throw is immune to the grim's frightful presence for 24 hours. A grim can howl at will as a standard action.

Ethereal Being (Ex) During daylight hours a grim fades from existence, becoming ethereal. The grim re-materializes the following sunset (in the form of a cat, dog, or owl, as it so chooses) with any damage suffered the night before completely healed.

Magic Circle against Evil (Su) This ability continuously duplicates the effects of the spell of the same name. The grim cannot suppress this ability.

Skills A grim receives a +4 racial bonus on Sense Motive and Spot checks.

GULLY DWARF SNEAK CR 5

Male gully dwarf expert 6

N Small humanoid

Init +2; **Senses** darkvision 60 ft.; Listen +6, Spot +6

Languages Common, Gullytalk

AC 13, touch 13, flat-footed 11

hp 27 (6 HD)

Fort +3 (+5 against poison and disease),

Ref +4, **Will** +5 (+1 against fear)

Weakness -4 to resist Intimidation

Speed 20 ft.

Melee Small club +4 (1d4-1) or

Ranged Small club +7 (1d4-1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** -1

Abilities Str 8, Dex 15, Con 12, Int 8, Wis 11, Cha 5

Feats Alertness, Cornered Rat, Stealthy

Skills Diplomacy +2 (+2 to convince an enemy not to harm them), Hide +19, Listen +6, Move Silently +15, Search +4, Spot +6, Survival +11

Possessions Small club

KENDER HANDLER CR 6

Male kender rogue 6

NG Small humanoid

Races of Ansalon (chapak, kender base land speed)

Init +7; **Senses** Listen +4, Spot +9

Languages Common, Kenderspeak

AC 16, touch 14, flat-footed 13; uncanny dodge

hp 29 (6 HD)

Immune fear

Fort +3, **Ref** +6, **Will** +3; evasion

Speed 30 ft.

Melee mwk chapak +7 (1d6+1/x3) as battleaxe or

Melee Small dagger +6 (1d3+1/19-20) or

Ranged mwk chapak +9 (1d3+1) as sling

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +1

Atk Options sneak attack +3d6

Special Actions taunt

Abilities Str 12, Dex 17, Con 12, Int 10, Wis 6, Cha 13

SQ trap sense +2, trapfinding

Feats Improved Initiative, Improved Taunt, Nimble Fingers

Skills Bluff +10 (+14 when taunting), Disable Device +10, Diplomacy +3, Hide +16, Intimidate +3, Listen +4, Move Silently +12, Open Lock +18, Search +9, Sleight of Hand +13, Spot +9

Possessions mwk leather armor, mwk chapak with 10 sling bullets, dagger, mwk thieves' tools, pouches with assorted objects

KNIGHT HAUNT CR 7

LG Medium undead

Revised Bestiary of Krynn (Knight Haunt)

Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +3

Languages Common, Solamnic

AC 25, touch 13, flat-footed 24

hp 52 (8 HD); **DR** 5/adamantine

Immune undead traits

Resist Honor-bound, turn resistance +2; **SR** 14

Fort +2, **Ref** +3, **Will** +9

Speed 20 ft., fly 20 ft. (perfect) in full plate;

base 30 ft., fly 30 ft. (perfect)

Melee +2 *longsword* +9 (1d8+4/19-20)

Base Atk +4; **Grp** +6

Atk Options Mounted Combat

Spell-Like Abilities (CL 8th):

3/day—*detect chaos*, *detect evil*, *detect magic*

Abilities Str 15, Dex 13, Con –, Int 6, Wis 17, Cha 15

SQ horrific appearance, rejuvenation

Feats Honor-bound, Mounted Combat,

Weapon Focus (*longsword*)

Skills Knowledge (nobility and royalty) +9, Knowledge (religion) +1, Move Silently +9, Ride +5

Possessions +1 *full plate*, +1 *heavy steel shield*, +2 *longsword*

Horrific Appearance (Su) Any living creature within 60 feet that views a knight haunt must succeed on a DC 16 Fortitude save or immediately take 1d4 points of Strength damage. The save DC is Charisma-based. A creature that successfully saves against this effect cannot be affected by the same knight haunt's horrific appearance for 24 hours.

Rejuvenation (Su) A knight haunt that is destroyed will usually restore itself at the rise of the next full moon that corresponds to its alignment (Solinari if good, Lunitari if neutral, or Nunitari if evil). Knight haunts whose armor or weapons have been taken may attempt to manifest within the armor with a successful DC 16 level check (1d20 + knight haunt's HD). If the armor is being worn by another person, it immediately falls apart and reforms around the knight haunt's spirit. If the knight haunt's weapon or shield is being carried by another person, the knight haunt can attempt to wrest it free with a successful Charisma check opposed by the bearer's Strength check. Pouring holy water on the armor, or casting a *hallow* spell upon the area where the knight haunt was destroyed, frees the knight haunt from its undeath and allows it to pass out of the world and through the Gate of Souls.

SPECTRAL MINION GUARDIAN CR 8

Male civilized human spectral minion fighter 7

LN Medium undead (incorporeal)

Init +8; **Senses** darkvision 60 ft.; Listen +7, Spot +7

Languages Common, Solamnic

AC 16, touch 16, flat-footed 12; Dodge, Mobility

hp 51 (7 HD)

Immune incorporeal traits, turn undead, undead traits

SR 19

Fort +5, **Ref** +6, **Will** +3

Speed 60 ft.; Spring Attack

Melee +1 *longsword* +9/+4 (1d8+3/19-20)

Base Atk +7; **Grp** +7

Atk Options Power Attack

Abilities Str –, Dex 18, Con –, Int 10, Wis 12, Cha 14

SQ obsession

Feats Alertness^B, Dodge, Improved Initiative, Mobility^B, Power Attack^B, Spring Attack^B, Weapon Focus (longsword), Weapon Specialization (longsword)^B
Skills Hide +7, Intimidate +12, Jump +10, Listen +7, Ride +13, Spot +7
Possessions +1 longsword

SPECTRAL MINION PHILOSOPHER CR 10

Male civilized human spectral minion expert 10

LN Medium undead (incorporeal)

War of the Lance (Stubborn feat)

Init +2; **Senses** darkvision 60 ft.; Listen +8, Spot +8

Languages Common, Solamnic

AC 13, touch 13, flat-footed 11

hp 40 (10 HD)

Immune incorporeal traits, turn undead, undead traits

SR 22

Fort +3, **Ref** +5, **Will** +10

Speed 60 ft.

Melee mwk longsword +7/+2 (1d8/19-20)

Base Atk +7; **Grp** +7

Abilities Str –, Dex 14, Con –, Int 14, Wis 15, Cha 12

SQ obsession

Feats Alertness^B, Investigator, Martial Weapon

Proficiency (longsword), Stubborn, Toughness

Skills Bluff +8, Diplomacy +14, Gather Information

+11, Hide +6, Intimidate +5, Knowledge (arcana)

+15, Knowledge (history) +15, Knowledge (nobility

and royalty) +15, Knowledge (religion) +15,

Knowledge (the planes) +15, Listen +8, Search

+17, Sense Motive +15, Spellcraft +10, Spot +8

Possessions mwk longsword

SPECTRAL MINION REVELER CR 6

Male and female civilized human
spectral minion aristocrat 6

CN Medium undead (incorporeal)

Init +2; **Senses** darkvision 60 ft.; Listen +9, Spot +9

Languages Common, Solamnic

AC 12, touch 12, flat-footed 10

hp 27 (6 HD)

Immune incorporeal traits, turn undead, undead traits

SR 18

Fort +4, **Ref** +6, **Will** +5

Speed 60 ft.

Base Atk +4; **Grp** +4

Special Actions temptation

Abilities Str –, Dex 15, Con —, Int 10, Wis 10, Cha 10

SQ obsession

Feats Alertness^B, Great Fortitude,

Lightning Reflexes, Negotiator

Skills Bluff +9, Diplomacy +13, Hide +6, Listen +9, Perform

(dance) +9, Perform (sing) +9, Sense Motive +5, Spot +9

Temptation (Su) A reveler may tempt a single target

within 30 feet to join in its revelry. The target must

make a successful DC 15 Will save or fall into a deep

sleep. The target's soul rises from her body and joins

the revelry until the spectral minion revelers are

defeated or until 1d6 minutes pass. For every minute the target's spirit revels in this state, she gains one negative level cumulatively. The target regains one of these negative levels per hour after waking.

SPECTRAL MINION SEARCHER CR 6

Male civilized human spectral minion monk 5

LE Medium undead (incorporeal)

Init +4; **Senses** darkvision 60 ft.; Listen +14, Spot +14

Languages Common, Ergot, Solamnic

AC 18, touch 18, flat-footed 13

hp 26 (5 HD)

Immune incorporeal traits, turn undead, undead traits

SR 17

Fort +4, **Ref** +8, **Will** +6; evasion, still mind

Speed 80 ft.

Melee unarmed strike +7 (1d8) or

Melee unarmed strike +6/+6 (1d8) with flurry of blows

Base Atk +3; **Grp** +3

Atk Options Combat Expertise, Combat Reflexes, Improved

Disarm, *ki* strike (magic), Stunning Fist 5/day (DC 14)

Abilities Str –, Dex 18, Con –, Int 13, Wis 15, Cha 12

SQ obsession, slow fall 20 ft.

Feats Combat Expertise, Combat Reflexes^B,

Improved Disarm, Improved Unarmed

Strike^B, Stunning Fist^B, Weapon Finesse^B

Skills Balance +14, Diplomacy +3, Hide +16, Listen +14,

Search +5, Sense Motive +10, Spot +14, Tumble +12

SPECTRAL MINION WARRIOR CR 6

Male civilized human spectral minion fighter 5

LN Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft.; Listen +7, Spot +7

Languages Common, Solamnic

AC 15, touch 13, flat-footed 12

hp 38 (5 HD)

Immune incorporeal traits, turn undead, undead traits

SR 17

Fort +4, **Ref** +4, **Will** +2

Speed 60 ft.

Melee mwk longsword +5 (1d8+4/19-20)

* includes adjustments for a 2-point Power attack

Base Atk +5; **Grp** +5

Atk Options Cleave, Power Attack

Abilities Str –, Dex 17, Con –, Int 10, Wis 12, Cha 14

SQ obsession

Feats Alertness^B, Cleave^B, Improved Initiative,

Power Attack^B, Weapon Focus (longsword),

Weapon Specialization (longsword)^B

Skills Hide +7, Intimidate +10, Jump +8,

Listen +7, Ride +11, Spot +7

Possessions mwk longsword

СТАННК CR 8

NE Huge undead

Revised Bestiary of Krynn (Stahnk)

Init +6; **Senses** darkvision 60 ft.; Listen +9, Spot +9

AC 20, touch 10, flat-footed 18
hp 91 (14 HD); fast healing 3; DR 10/bludgeoning
Immune fire; undead traits
SR 17
Fort +6, Ref +6, Will +11

Speed 50 ft.
Melee bite +13 (2d6+9) and 2 claws each +11 (1d8+4)
Space 15 ft.; Reach 10 ft.
Base Atk +7; Grp +24
Atk Options improved grab (trample)
Special Actions trample 1d8+13

Abilities Str 28, Dex 15, Con –, Int 2, Wis 15, Cha 10
SQ rib spurs

Feats Alertness, Great Fortitude, Improved Initiative, Multiattack, Track

Skills Listen +9, Spot +9, Survival +9

Improved Grab (Ex) To use this ability, a stahnk must hit with its trample attack. It may then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to trap a creature in its rib spurs on the following round.

Rib Spurs (Ex) A stahnk can try to trap a grabbed opponent by making a successful grapple check. Once inside, the opponent takes 1d8+4 points of crushing damage plus 1d8+6 points of slashing damage per round from the constricting rib cage. A trapped creature may free itself by succeeding at a DC 30 Escape Artist check or break its way out by dealing 15 points of damage to the stahnk's rib cage (AC 15); damage reduction applies as usual. Once a creature has freed itself in such a manner, the stahnk cannot trap a creature in its rib spurs until it has regained 15 hit points through its fast healing (5 rounds). A stahnk's rib cage can hold 2 Medium or 4 Small creatures. Creatures any smaller are too small to be held and automatically fall out of the creature's rib cage on the following round.

Trample (Ex) 1d8+13, Reflex DC 26 half.
The save DC is Strength-based.

CHAPTER EIGHT: DECEIT

LEADERS AND PERSONALITIES

LORD AMOTHUS OF PALANTHAS CR 7
Male civilized human noble 7
LG Medium humanoid
Init +0; Senses Listen +2, Spot +2
Languages Common, Ergot, Elven, Gnome, Solamnic

AC 12, touch 12, flat-footed 12
hp 38 (7 HD)
Fort +3, Ref +5, Will +7

Speed 30 ft.
Melee mwk rapier +5 (1d6-1/18-20)
Base Atk +5; Grp +4
Atk Options Combat Expertise

Abilities Str 9, Dex 10, Con 12, Int 16, Wis 14, Cha 17
SQ bonus class skill (Decipher Script), coordinate
+1, favor +3, inspire confidence 2/day

Feats Combat Expertise, DiligentB, Leadership, Negotiator
Skills Appraise +15, Bluff +13, Decipher Script +15, Diplomacy +21, Disguise +3 (+5 in character), Gather Information +10, Intimidate +5, Knowledge (local) +13, Knowledge (nobility and royalty) +13, Ride +5, Sense Motive +14
Possessions fine clothing, mwk rapier, *ring of protection* +2, Seal of Palanthas

EMPEROR ARIAKAS CR 23

Male civilized human wizard 5/fighter 2/Knight of the Thorn 10/legendary tactician 3/dragon highlord 3

LE Medium humanoid

Init +2; Senses Listen +3, Spot +3

Aura terror (10 ft., Will DC 24 or become shaken)

Languages Common, Draconic, Infernal, Khurish, Magius, Nerakan

AC 25, touch 17, flat-footed 23

hp 170 (23 HD); DR 5/magic (*armor*)

Fort +21, Ref +16, Will +27 (+35 against frightful presence of dragons); evasion (*ring*)

Speed 20 ft. (*armor*); base 30 ft.

Melee +3 *flaming burst unholy greatsword*
+25/+20/+15 (2d6+10/17-20 plus 1d6 fire)

Base Atk +16; Grp +21

Atk Options Cleave, demoralize (1 round), Mounted Combat, Power Attack, weapon touch

Special Actions cosmic understanding, direct troops, inspire courage (+2, 2/day), motivate troops +3

Combat Gear *metamagic rod of maximize* (6th level or lower), *wand of summon monster III* (50 charges), *wand of summon monster IV* (50 charges)

Wizard Spells Prepared (CL 15th; arcane spell failure

5%, +21 melee touch, +18 ranged touch)

8th—*moment of prescience* (CL 16th),

prismatic wall (DC 22)

7th—*delayed blast fireball* (DC 21), *finger of death* (DC 21), *greater scrying* (DC 21; CL 16th)

6th—*antimagic field*, *circle of death* (DC 20), *globe of invulnerability*, *true seeing* (CL 16th)

5th—*commune* (CL 16th), *dominate person* (DC 19),

feeblemind (DC 19), *telekinesis* (DC 19), *wall of force*

4th—*dimension door*, *stilled fireball* (DC 17),

lesser globe of invulnerability, empowered

scorching ray, *scrying* (DC 18; CL 16th)

3rd—*arcane sight* (CL 16th), *barrier of deflection*,

dispel magic, *fireball* (DC 17), *fly*, *haste*

2nd—*acid arrow*, *arcane lock*, *detect thoughts* (DC 16;

CL 16th), *knock*, *scorching ray*, *shatter* (DC 16)

1st—*burning hands* (DC 15), *expeditious retreat*,

magic missile, *protection from good*, *ray*

of enfeeblement, *true strike* (CL 16th)

0—*daze* (DC 14), *flare* (DC 14), *mending*,

ray of frost, *read magic* (CL 16th)

Abilities Str 20, Dex 15, Con 14, Int 18, Wis 16, Cha 19

SQ armored spellcasting -20%, Dark Queen's blessing,

Dark Queen's courage, diviner, leadership

bonus +2, read omens and portents

Feats Cleave^B, Disciplined, Empower Spell, Improved Critical (greatsword), Improved Resist Dragonfear^B, Leadership, Mounted Combat, Persuasive, Power Attack, Resist Dragonfear, Scribe Scroll^B, Still Spell, Tremendous Charge^B, Weapon Focus (greatsword)

Skills Bluff +14, Concentration +22, Diplomacy +12, Gather Information +16, Intimidate +30, Knowledge (arcana) +21, Knowledge (history) +12, Knowledge (local) +12, Knowledge (religion) +12, Ride +22, Sense Motive +23, Spellcraft +21 (+23 decipher spells on scrolls), Use Magic Device +15 (+17 related to scrolls)

Possessions combat gear plus +4 *dragonarmor of invulnerability* (DR 5/magic), +3 *flaming burst unholy greatsword*, *cloak of resistance* +4, *ring of evasion*, *ring of protection* +5

Spellbook Ariakas' far-reaching resources have given him access to all 0-level to 3rd-level wizard spells from the *Player's Handbook* and *Dragonlance Campaign Setting*, plus his prepared spells, as well as the following: 4th—*black tentacles*, *detect scrying*, *divination*, *fear*, *fire shield*, *polymorph*, *stoneskin*, *wall of fire*; 5th—*contact other plane*, *dismissal*, *lesser planar binding*, *mind fog*, *overland flight*, *sending*, *waves of fatigue*; 6th—*chain lightning*, *contingency*, *disintegrate*, *greater dispel magic*, *guards and wards*, *planar binding*, *transformation*; 7th—*grasping hand*, *greater teleport*, *mass hold person*, *spell turning*; 8th—*incendiary cloud*.

Aura of Terror (Su) Creatures within 10 feet of Ariakas must make successful Will saves (DC 24) or become shaken. A creature that successfully saves is immune to his aura of terror for 24 hours.

Cosmic Understanding (Sp) Once per day, Ariakas may add a +15 insight bonus on any one ability check, skill check, attack roll, saving throw, or to his AC against a single attack. He automatically adds *commune* to his spellbook.

Demoralize (Ex) Ariakas gains a +2 profane bonus on Intimidate checks made to demoralize an opponent in combat. If his check is successful, the target is shaken for 7 rounds.

Direct Troops (Su) As a full-round action, Ariakas can give compelling directions to all allies within 30 feet, bestowing a +2 competence bonus on either attacks or skill checks for 4 rounds.

Diviner (Ex) Ariakas may cast one additional divination spell of each spell level per day and gains a +2 bonus on his Spellcraft checks to learn new divination spells, much like a specialist in the school of divination. Ariakas's caster level is considered to be one level higher for the purposes of casting divination spells.

Motivate Troops (Ex) Ariakas can direct the actions of any nongood creatures of the dragon, giant, or humanoid type within 30 feet of him and whose Hit Dice are lower than his character level. Those who follow Ariakas's orders gain a +3 morale bonus to attack rolls, damage rolls, and Will saves. This bonus also applies to any dragon mount Ariakas rides, regardless of Hit Dice. Any eligible creature that willingly goes against these directions loses this bonus immediately. Affected creatures must be able to see or hear the dragon highlord for this ability to take effect.

Weapon Touch (Su) Ariakas can deliver touch spells through any melee weapon with a successful melee attack. The weapon deals its normal damage as well as delivering the effects of the spell on the target. He can cast a spell and discharge it through his weapon in the same round as a full round action, or hold the spell until the following round as part of a normal melee attack.

BOR ES-DRAGO CR 14

Male minotaur mariner 4/fighter 5/minotaur marauder 5
CE Medium humanoid

Legends of the Twins (revised Mariner class)

Init +2; **Senses** Listen +0, Spot +7

Languages Common, Kothian, Saifhum

AC 25, touch 14, flat-footed 23; back-to-

back +1, Dodge, Mobility

hp 76 (9 HD)

Resist fire 10 (*ring*)

Fort +15, **Ref** +8, **Will** +3

Speed 20 ft. (*armor*); base 30 ft.

Melee +2 *frost battleaxe* +21/+16/+11 (1d8+8/x3 plus 1d6 cold) and gore +13 (1d6+2) or

Melee* +2 *frost battleaxe* +17/+12/+7 (1d8+18/x3 plus 1d6 cold) two-handed and gore +9 (1d6+6) or

Melee gore +20 (2d6+6) when charging or

Ranged mwk throwing axe +17/+12/+7 (1d6+4)

* includes adjustments for a 4-point Power attack

Base Atk +14; **Grp** +18

Atk Options accurate strike +4, Cleave, dirty strike +3d4, Improved Sunder, Power Attack

Special Actions bull's wrath, opportunist

Abilities Str 19, Dex 14, Con 16, Int 13, Wis 11, Cha 15

SQ sailor lore +5, seafaring +5, seamanship +1

Feats Cleave, Dodge, Improved Sunder^B, Leadership, Mobility, Power Attack^B, Skill Focus (Intimidate), Weapon Focus (*battleaxe*)^B, Weapon Specialization (*battleaxe*)^B

Skills Balance +9*, Climb +11* (+13* with ropes),

Intimidate +21, Profession (sailor) +17, Spot

+7, Survival +7, Swim +15*, Use Rope +16

* includes adjustments for a -4 armor

check penalty (-8 for Swim)

Possessions +3 *chainmail*, +2 *frost battleaxe*,

minor ring of fire resistance, *ring of protection* +3, mwk throwing axes (3)

Accurate Strike (Ex) Bor gains a +4 bonus to rolls made to confirm critical hits.

Back-to-Back (Ex) Whenever Bor is adjacent to an ally and using the fighting defensively or total defense combat options or the Combat Expertise feat, he gains a +1 dodge bonus to his AC. He loses this bonus if he is denied his Dexterity bonus to AC or if he or his ally moves more than 5 ft. away.

Bull's Wrath (Ex) As a standard action, Bor may attempt a DC 25 Intimidate check to disturb and unsettle his opponents. On a successful check, all opponents within 10 feet take a -1 penalty to attack rolls and saves for 5 rounds. This ability can only be used once per encounter.

Dirty Strike (Ex) Bor may choose to make a single melee attack on his turn as a full round action that deals an additional +3d4 points of damage. The additional damage

caused by a dirty strike is the same kind of damage as the weapon used in the attack; for example, if the damage dealt by the attack is nonlethal damage, the additional damage is also nonlethal. This ability has no effect on creatures without a discernable anatomy or that are immune to critical hits, such as constructs, oozes, plants, or undead. Additional damage from a dirty strike is not multiplied if the mariner scores a successful critical hit.

Opportunist (Ex) Once per round, Bor can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as Bor's attack of opportunity for the round.

Sailor Lore (Ex) Bor may make a special sailor lore check at a +5 to see whether he knows some relevant information about local people or history, far away places, or strange superstitions. This check will not necessarily reveal true information, as much of the time the mariner heard it from someone who heard it from a friend, who heard it from a guy, etc. Bor may not take 10 or 20 on this check; this sort of knowledge is essentially random.

LORD CRAVEN CR 14

Male hobgoblin rogue 10/inquisitor 4

NE Medium humanoid

Init +4; **Senses** darkvision 60 ft.; Listen +10, Spot +10

Languages Common, Goblin, Nerakese, Ogre, Solamnic

AC 21, touch 16, flat-footed 17; **Dodge**, improved uncanny dodge, uncanny dodge

hp 65 (14 HD)

Fort +5, **Ref** +12, **Will** +6; evasion

Speed 30 ft.

Melee +2 *short sword of subtlety* +20/+15 (1d6+7/19-20 plus 5d6) when sneak attacking or

Melee +2 *short sword of subtlety* +16/+11 (1d6+3/19-20) or

Ranged mwk dagger +15/+10 (1d4+1/19-20)

Base Atk +10; **Grp** +11

Atk Options Quick Draw, sneak attack +5d6

Special Actions opportunist

Abilities Str 13, Dex 18, Con 12, Int 14, Wis 8, Cha 14

SQ erudite synergy, extreme focus 4/day, trap sense +5, trapfinding

Feats Alertness, Dodge, Persuasive, Quick Draw, Weapon Finesse

Skills Bluff +21, Diplomacy +10, Disguise +10 (+12 in character), Gather Information +16, Hide +22, Intimidate +14, Knowledge (local) +15, Listen +10, Move Silently +21, Open Lock +12, Profession (torturer) +10, Search +7, Sense Motive +16, Sleight of Hand +19, Spot +10

Possessions +2 *shadow studded leather armor*; +2 *short sword of subtlety*, *ring of protection* +2, mwk daggers (3, concealed; DC 31 Spot check to notice), thieves' tools, torturer's tools

CYMBOL CR 14

Male adult copper dragon

CG Large dragon

Init +0; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +23, Spot +23

Aura frightful presence (DC 23, 180 ft., HD 19 or fewer)

Languages Common, Draconic, Ergothian

AC 28, touch 9, flat-footed 28

hp 210 (20 HD); fast healing; **DR** 5/magic

Immune acid, paralysis, *sleep*

SR 21

Fort +16, **Ref** +12, **Will** +10

Speed 40 ft., fly 150 ft. (poor); Flyby Attack, Hover

Melee bite +20 (2d6+11) and 2 claws each +18 (1d8+8) and 2 wings each +18 (1d6+8) and tail slap +18 (1d8+14)

* includes adjustments for a 5-point Power Attack

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Base Atk +20; **Grp** +30

Atk Options Power Attack

Special Actions breath weapon (80 ft. line, 12d4

acid, Reflex DC 26 half or 40 ft. cone, *slow* [1d6+6 rounds], Fortitude DC 26 negates)

Sorcerer Spells Known (CL 7th, +25

melee touch, +19 ranged touch)

3rd (5/day)—*haste*, *protection from energy*

2nd (7/day)—*blur*, *fog cloud*, *soften earth and stone*

1st (7/day)—*color spray* (DC 14), *feather fall*, *hypnotism* (DC 14), *shield of faith*, *true strike*

0 (6/day)—*dancing lights*, *daze* (DC 13), *detect magic*, *disrupt undead*, *ghost sound* (DC 13), *purify food and drink*, *resistance*

1st (7/day)—*chill touch* (DC 13), *hold portal*, *obscuring mist*

0 (6/day)—*dancing lights*, *daze* (DC 12), *light*, *mage hand*, *ray of frost*, *resistance*, *touch of fatigue* (DC 12)

Spell-Like Abilities (CL 7th):

2/day—*stone shape*

Abilities Str 23, Dex 10, Con 19, Int 16, Wis 7*, Cha 16

SQ spider climb

Feats Ability Focus (breath weapon), Alertness, Flyby Attack, Hover, Multiattack, Power Attack

Skills Bluff +26, Concentration +27, Diplomacy +28, Hide +19, Intimidate +26, Jump +29, Listen +23, Search +26, Spot +23

Wisdom *Cymbol has suffered 10 points of Wisdom drain, reducing his Wisdom score to 7.

CAPTAIN EKTOR KARYZZAL CR 3

Male civilized human mariner 3

LG Medium humanoid

Legends of the Twins (revised Mariner class, cutlass)

Init +3; **Senses** Listen +2, Spot +7

Languages Common, Solamnic

AC 14, touch 11, flat-footed 13; back-to-back +1, **Dodge** **hp** 23 (3 HD)

Fort +6, **Ref** +5, **Will** +4

Speed 30 ft.

Melee cutlass +5 (1d6+1/19-20) or

Ranged dagger +4 (1d4+1/19-20)

Base Atk +3; **Grp** +4

Atk Options dirty strike +1d4

Abilities Str 12, Dex 13, Con 15, Int 10, Wis 14, Cha 8

SQ sailor lore +3, seamanship +1

Feats Dodge, Lucky^B, Quick-Thinking, Weapon Focus (cutlass)^B

Skills Balance +8, Climb +8 (+10 with ropes),
Knowledge (nature) +5, Profession (sailor) +9,
Spot +7, Survival +8, Swim +7, Use Rope +7

Possessions mwk studded leather armor, cutlass
(+2 on opposed roll to resist disarm), dagger

Back-to-Back (Ex) Whenever Ektor is adjacent to
an ally and using the fighting defensively or total
defense combat options or the Combat Expertise
feat, he gains a +1 dodge bonus to his AC. He loses
this bonus if he is denied his Dexterity bonus to AC
or if he or his ally moves more than 5 ft. away.

Dirty Strike (Ex) Ektor may choose to make a single melee
attack on his turn as a full round action that deals an
additional +1d4 points of damage. The additional damage
caused by a dirty strike is the same kind of damage as the
weapon used in the attack; for example, if the damage
dealt by the attack is nonlethal damage, the additional
damage is also nonlethal. This ability has no effect on
creatures without a discernable anatomy or that are
immune to critical hits, such as constructs, oozes, plants,
or undead. Additional damage from a dirty strike is not
multiplied if the mariner scores a successful critical hit.

Sailor Lore (Ex) Ektor may make a special sailor lore
check at a +3 to see whether he knows some relevant
information about local people or history, far away places,
or strange superstitions. This check will not necessarily
reveal true information, as much of the time the mariner
heard it from someone who heard it from a friend, who
heard it from a guy, etc. Ektor may not take 10 or 20 on
this check; this sort of knowledge is essentially random.

GRUNK THE OGRE CR 15

Male ogre barbarian 6/rogue 6

CE Large giant

Init +4; **Senses** darkvision 60 ft., low-light
vision; Listen +12, Spot +14

Languages Common, Ogre

AC 19, touch 7, flat-footed 19; improved
uncanny dodge, uncanny dodge

hp 177 (16 HD)

Fort +17, **Ref** +6, **Will** +6; evasion

Speed 35 ft. (*armor*); base 50 ft.

Melee* +2 *Large morningstar* +23/+18/+13 (2d6+10) or

Ranged *Large javelin* +10/+5/+0 (1d8+8)

Space 10 ft.; **Reach** 10 ft.

Base Atk +13; **Grp** +29

Atk Options Cleave, Improved Grapple,
Power Attack, sneak attack +3d6

Special Actions rage 2/day (11 rounds)

Combat Gear *potion of cat's grace*

Abilities Str 26, Dex 6, Con 22, Int 8, Wis 13, Cha 6

SQ trap sense +4, trapfinding

Feats Cleave, Improved Grapple, Improved Initiative, Power
Attack, Quick-Thinking, Weapon Focus (*morningstar*)

Skills Bluff +4, Climb +13*, Diplomacy +0, Intimidate +8,
Jump +12*, Listen +12, Spot +14, Survival +11, Swim +0*

* includes adjustments for a -5 armor
check penalty (-10 for Swim)

Possessions combat gear plus +2 *breastplate*, +2 *Large
Morningstar*, *Large javelins* (3), *amulet of health* +2

Rage (Ex) When Grunk rages, his statistics change as follows:

AC 17, touch 5, flat-footed 17

hp 209

Fort +19, **Will** +8

Melee* +2 *Large morningstar* +20/+15/+10
(2d6+27) two-handed

* includes adjustments for a 5-point Power Attack

Grp +31

Abilities Str 30, Con 26

Skills Climb +15*, Jump +14*, Swim +2*

* includes adjustments for a -5 armor
check penalty (-10 for Swim)

HARKIEL THE BENDER CR 20

Female old red dragon

CE Gargantuan dragon

Init +0; **Senses** blindsense 60 ft., darkvision 120
ft., keen senses; Listen +38, Spot +38

Aura frightful presence (DC 29, 240 ft., HD 27 or fewer)

Languages Abyssal, Common, Draconic,
Ignan, Infernal, Nerakese

AC 33, touch 6, flat-footed 33

hp 378 (28 HD); **DR** 10/magic

Immune fire, paralysis, *sleep*

SR 24

Fort +23, **Ref** +16, **Will** +21

Weakness vulnerability to cold

Speed 40 ft., fly 200 ft. (clumsy); Flyby Attack, Hover

Melee bite +28 (4d6+20) and 2 claws each +26 (2d8+14) and
2 wings each +26 (2d6+14) and tail slap +26 (2d8+26)

* includes adjustments for an 8-point Power Attack

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Base Atk +28; **Grp** +52

Atk Options Cleave, Empower Spell, Power Attack, Snatch

Special Actions breath weapon (60 ft. cone, 16d10 fire,
Reflex DC 31 half), crush (4d6+18, Reflex DC 31
negates), tail sweep (2d6+18, Reflex DC 31 half)

Sorcerer Spells Known (CL 11th, +36

melee touch, +32 ranged touch)

5th (5/day)—*baleful polymorph* (DC
20), *waves of fatigue* (DC 20)

4th (7/day)—*restoration*, *spell immunity*,
unholy blight (DC 19)

3rd (7/day)—*cure serious wounds*, *dispel
magic*, *haste*, *protection from elements*

2nd (7/day)—*darkness*, *detect thoughts*
(DC 17), *elemental dart* (DC 17),
glitterdust (DC 17), *touch of idiocy*

1st (8/day)—*alarm*, *divine favor*, *magic
missile*, *obscuring mist*, *shield*

0 (6/day)—*arcane mark*, *dancing lights*, *detect magic*,
disrupt undead, *mage hand*, *prestidigitation*,
ray of frost, *read magic*, *resistance*

Spell-Like Abilities (CL 11th):

8/day—locate object

3/day—suggestion (DC 18)

Abilities Str 35, Dex 10, Con 25, Int 20, Wis 21, Cha 20

Feats Alertness, Cleave, Create Draconian, Empower
Spell, Flyby Attack, Hover, Improved Initiative,
Multiattack, Power Attack, Snatch

Skills Appraise +22, Bluff +20, Concentration +22, Diplomacy +25, Escape Artist +31, Intimidate +38, Jump +28, Knowledge (arcana) +20, Knowledge (the planes) +20, Listen +38, Search +36, Sense Motive +36, Spellcraft +22 (+24 to decipher spells on scrolls), Spot +38, Use Magic Device +21 (+23 involving scrolls)

HARRAWELL DRACART CR 15

Male civilized human wizard 4/Wizard of High Sorcery 6/loremaster 5

LE Medium humanoid

Towers of High Sorcery (revised Wizard of High Sorcery prestige class)

Init +2; **Senses** Listen +1, Spot +1

Languages Common, Draconic, Dwarven, Magius, Nerakese

AC 21, touch 14, flat-footed 18

hp 54 (15 HD)

SR 18 (*robe*)

Fort +11, **Ref** +10, **Will** +18

Speed 30 ft.

Melee +3 *spell storing dagger* +10/+5 (1d4+3/19-20)

Base Atk +7; **Grp** +6

Combat Gear *scroll of stoneskin, staff of necromancy* (24 charges)

Wizard Spells Prepared (CL 15th, +7

melee touch, +9 ranged touch)

8th—*horrid wilting* (DC 23)

7th—*finger of death* (DC 22), *spell turning*

6th—*eyebite* (DC 21), *widened fireball*

(DC 13), *globe of invulnerability*

5th—*break enchantment, magic jar* (DC 20),

summon monster V, waves of fatigue

4th—*bestow curse* (DC 19), *fear* (DC 19), *stilled*

fireball (DC 18), *solid fog, spark shield*

3rd—*arcane sight, blink, magic circle against good,*

protection from energy, ray of exhaustion (DC 18)

2nd—*blindness/deafness* (DC 17), *darkness,*

false life, invisibility, shocking spark

1st—*expeditious retreat, magic missile, ray*

of enfeeblement, shield, true strike

0—*detect magic, disrupt undead, read*

magic, touch of fatigue (DC 15)

Abilities Str 11, Dex 14, Con 12, Int 18, Wis 12, Cha 13

SQ arcane research +3, bonus language, lore +11, loremaster secrets, moon magic, order secrets (magic of betrayal 3/day, magic of pain 3/day), summon familiar, tower resources

Feats Create Draconian, Craft Rod, Craft Wondrous Item, Scribe Scroll^B, Skill Focus (Knowledge [arcana])^B, Spell Focus (necromancy), Still Spell, Widen Spell

Skills Concentration +16, Craft (alchemy) +22, Decipher Script +14, Knowledge (arcana) +25, Knowledge (history) +16, Knowledge (the planes) +14, Spellcraft +24 (+26 decipher spells on scrolls), Use Magic Device +11 (+15 involving scrolls)

Possessions combat gear plus *black robe of the archmagi, +1 darkwood buckler, +3 spell storing dagger (vampiric touch), ring of protection +1, ring of sustenance*

Spellbook Prepared spells plus: all 0-level spells; 1st—*cause fear, chill touch, comprehend languages, detect undead, mage armor, unseen servant*; 2nd—*blur, detect thoughts, ghoul touch, locate object, resist energy, scare, see invisibility, spectral hand, stone shards*; 3rd—*clairaudience/clairvoyance, deep slumber, dispel magic, explosive runes, gentle repose, halt undead, slow, summon monster III, touch of weakness*; 4th—*crushing despair, detect scrying, enervation, lesser globe of invulnerability, rainbow pattern, scrying, storm wall, wall of ice*; 5th—*cloudkill, feeblemind, lesser planar binding, teleport, traitor's death, wall of force*; 6th—*analyze dweomer, antimagic field, create undead, flesh to stone, freezing sphere, mislead, repulsion*; 7th—*control undead, power word blind, reverse gravity, spirit walk*; 8th—*clone, trap the soul*

Lore (Ex) 1d20+11, as the bardic knowledge ability.

Loremaster Secrets Harrawell has learned the following secrets as a result of his loremaster training: applicable knowledge (Still Spell feat), dodge trick (+1 dodge bonus to AC), lore of true stamina (+2 Fortitude saves).

Magic of Darkness (Sp) Three times per day, Harrawell may imbue a damaging spell with negative energy. Half of the damage dealt by such a spell is negative energy damage, and is therefore not subject to being reduced by protection from energy or similar magic (although *death ward* negates it). The remainder of the spell is dealt as normal for the spell. Undead are healed by negative energy, so damage dealt to undead creatures simply averages out to nothing for a spell modified in this way.

Magic of Pain (Sp) Three times per day, Harrawell may cast any spell that deals hit point damage to deliver pain beyond the spell's normal effects. Any creature damaged by such a spell must make a successful Fortitude save (DC 11 + spell level) or suffer a -2 penalty on attack rolls, skill checks, and ability checks for one round due to the lingering pain the spell inflicts. Harrawell takes 1d6 points of damage when a spell is cast with this ability.

PATHAN WINDSOUND CR 10

Male nomad human fighter 6/rogue 4

CG Medium humanoid

Init +4; **Senses** Listen +3, Spot +5

Languages Common, Estwilde, Nerakese

AC 13, touch 13, flat-footed 10; Dodge,

Mobility, uncanny dodge

hp 51 (10 HD)

Fort +6, **Ref** +9, **Will** +2; evasion

Speed 30 ft.; Shot on the Run, Spring Attack

Melee unarmed strike +11/+6 (1d3+2 nonlethal)

Base Atk +9; **Grp** +11

Atk Options Point Blank Shot, Precise Shot, sneak attack +2d6

Abilities Str 14, Dex 16, Con 10, Int 12, Wis 8, Cha 14

SQ trap sense +1, trapfinding

Feats Dodge^B, Mobility^B, Point Blank Shot, Precise Shot^B, Quick-Thinking, Shot on the Run^B, Spring Attack^B, Weapon Focus (shortbow)^B, Weapon Specialization (shortbow)

Skills Climb +11, Disable Device +7, Hide +9, Intimidate +11, Jump +11, Knowledge (local) +3, Listen +3, Move Silently +9, Open Lock +9, Ride +8, Search +7, Spot +5, Swim +6

NEFARIK GISTAR CR 10

Male civilized human mariner 5/fighter 5

CE Medium humanoid

Knightly Orders of Ansalon (Defensive Cleave feat),

Legends of the Twins (revised Mariner class)

Init +8; **Senses** Listen +1, Spot +13

Languages Common, Saifhum

AC 19, touch 12, flat-footed 17; back-to-back +1, Defensive Cleave

hp 53 (10 HD)

Fort +8, **Ref** +7, **Will** +4

Speed 30 ft.

Melee *Tempest* +17/+12 (1d8+8/x3 plus 1d6 electricity) or

Melee* *Tempest* +13/+8 (1d8+18/x3 plus 1d6 electricity) two-handed or

Ranged throwing axe +12/+7 (1d6+4)

* includes adjustments for a 4-point Power Attack

Base Atk +10; **Grp** +14

Atk Options Cleave, Combat Reflexes, dirty strike +1d4, Power Attack

Abilities Str 18, Dex 14, Con 11, Int 10, Wis 13, Cha 14

SQ sailor lore +5, seamanship +2

Feats Cleave^B, Combat Reflexes^B, Defensive Cleave,

Improved Initiative^B, Iron Will, Leadership,

Power Attack^B, Quick-Thinking, Weapon Focus

(warhammer), Weapon Specialization (warhammer)^B

Skills Balance +12*, Climb +10* (+12* involving ropes),

Intimidate +15, Knowledge (nature) +9, Profession (sailor)

+12, Spot +12, Survival +6, Swim +11*, Use Rope +7

* includes adjustments for a -1 armor

check penalty (-2 for Swim)

Possessions +1 chain shirt, mwk buckler, *Tempest*

(+2 cold iron shock warhammer), amulet of

natural armor +1, throwing axes (2)

Back-to-Back (Ex) Whenever Nefarik is adjacent to

an ally and using the fighting defensively or total

defense combat options or the Combat Expertise

feat, he gains a +1 dodge bonus to his AC. He loses

this bonus if he is denied his Dexterity bonus to AC

or if he or his ally moves more than 5 ft. away.

Defensive Cleave Nefarik gains a +4 dodge bonus to Armor

Class against melee attacks in any round in which he

makes an additional attack by way of the Cleave feat.

Dirty Strike (Ex) Nefarik may choose to make a single melee

attack on his turn as a full round action that deals an

additional +1d4 points of damage. The additional damage

caused by a dirty strike is the same kind of damage as the

weapon used in the attack; for example, if the damage

dealt by the attack is nonlethal damage, the additional

damage is also nonlethal. This ability has no effect on

creatures without a discernable anatomy or that are

immune to critical hits, such as constructs, oozes, plants,

or undead. Additional damage from a dirty strike is not

multiplied if the mariner scores a successful critical hit.

Sailor Lore (Ex) Nefarik may make a special sailor lore

check at a +5 to see whether he knows some relevant

information about local people or history, far away places,

or strange superstitions. This check will not necessarily

reveal true information, as much of the time the mariner

heard it from someone who heard it from a friend, who

heard it from a guy, etc. Nefarik may not take 10 or 20 on

this check; this sort of knowledge is essentially random.

TEPID CR 10

Male adult white dragon

CE Large dragon (cold)

Init +4; **Senses** blindsense 60 ft., darkvision 120

ft., keen senses; Listen +12, Spot +12

Aura frightful presence (DC 20, 180 ft., HD 17 or fewer)

Languages Common, Draconic

AC 26, touch 9, flat-footed 26

hp 189 (18 HD); **DR** 5/magic

Immune cold, paralysis, *sleep*

SR 18

Fort +15, **Ref** +11, **Will** +11

Weakness vulnerability to fire

Speed 60 ft., burrow 30 ft., fly 200 ft. (poor),

swim 60 ft.; Flyby Attack, Wingover

Melee* bite +20 (2d6+9) and 2 claws each +18 (1d8+6) and

2 wings each +18 (1d6+6) and tail slap +18 (1d8+12)

* includes adjustments for a 3-point Power Attack

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Base Atk +18; **Grp** +28

Atk Options Cleave, Power Attack

Special Actions breath weapon (40 ft. cone,

6d6 cold, Reflex DC 23 half)

Sorcerer Spells Known (CL 1st, +23

melee touch, +17 ranged touch)

1st (4/day)—*mage armor*, *ray of enfeeblement*

0 (5/day)—*dancing lights*, *detect magic*, *light*, *mage hand*

Spell-Like Abilities (CL 6th):

3/day—*fog cloud*, *gust of wind*

Abilities Str 23, Dex 10, Con 19, Int 10, Wis 11, Cha 12

SQ icewalking

Feats Alertness, Cleave, Flyby Attack, Improved

Initiative, Multiattack, Power Attack, Wingover

Skills Concentration +15, Escape Artist +21, Gather

Information +3, Hide +17, Knowledge (local) +11,

Listen +12, Move Silently +21, Spot +12, Swim +27

TORRID CR 13

Male young adult red dragon

CE Huge dragon (fire)

Init +0; **Senses** blindsense 60 ft., darkvision 120

ft., keen senses, scent; Listen +26, Spot +26

Aura frightful presence (DC 21, 150 ft., HD 20 or fewer)

Languages Common, Draconic, Nerakese

AC 26, touch 8, flat-footed 26

hp 218 (19 HD); **DR** 5/magic

Immune fire, paralysis, *sleep*

SR 19

Fort +16, **Ref** +11, **Will** +13

Weakness vulnerability to cold

Speed 40 ft., fly 150 ft. (poor); Flyby Attack
Melee* bite +23 (2d8+14) and 2 claws each +21 (2d6+9) and 2 wings each +21 (1d8+9) and tail slap +21 (2d6+19)
 * includes adjustments for a 4-point Power Attack
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)
Base Atk +19; **Grp** +37
Atk Options Cleave, Power Attack
Special Actions breath weapon (50 ft. cone, 10d10 fire, Reflex DC 24 half), crush (2d8+15, Reflex DC 24 negates)
Sorcerer Spells Known (CL 5th, +27
 melee touch, +17 ranged touch)
 2nd (5/day)—*blur*, *cure moderate wounds*
 1st (7/day)—*alarm*, *divine favor*,
protection from good, *shield*
 0 (6/day)—*arcane mark*, *detect magic*, *flare* (DC 12), *mage hand*, *read magic*, *resistance*
Spell-Like Abilities (CL 5th):
 5/day—*locate object*

Abilities Str 31, Dex 10, Con 21, Int 14, Wis 15, Cha 14
Feats Alertness, Cleave, Flyby Attack, Multiattack, Power Attack, Scent*, Track
Skills Appraise +24, Bluff +24, Concentration +16, Diplomacy +6, Intimidate +26, Listen +26, Search +24, Sense Motive +13, Spot +26, Survival +13 (+15 following tracks)
Scent Unlike other red dragons, Torrid has the scent extraordinary ability. This takes the place of one of his feats and works as described in the *Monster Manual*.

WARREN WINDSOUND CR 10

Male nomad human fighter 6/rogue 4
 CG Medium humanoid
Init +2; **Senses** Listen +6, Spot +6
Languages Common, Estwilde, Nordmaarian
AC 19, touch 13, flat-footed 17; uncanny dodge
hp 61 (10 HD)
Fort +7, **Ref** +8, **Will** +5; evasion
Speed 30 ft.
Melee +1 *khopesh* +14/+9 (2d4+6/15-20) or
Ranged mwk composite shortbow +12/+7 (1d6+2/x3)
Base Atk +10; **Grp** +12
Atk Options Cleave, Point Blank Shot, Power Attack, Precise Shot, sneak attack +2d6
Abilities Str 15, Dex 14, Con 12, Int 10, Wis 10, Cha 13
SQ trap sense +1, trapfinding
Feats Cleave^B, Improved Critical (*khopesh*)^B, Iron Will, Point Blank Shot^B, Power Attack, Precise Shot, Street Smart, Weapon Focus (*khopesh*), Weapon Specialization (*khopesh*)^B
Skills Balance +7*, Bluff +11, Climb +5*, Diplomacy +3, Disguise +1 (+3 in character), Gather Information +3, Handle Animal +6, Hide +3*, Intimidate +12, Jump +12*, Listen +6, Move Silently +3*, Ride +4, Spot +6, Tumble +11*
 * includes adjustments for a -1 armor check penalty
Possessions +2 *chain shirt*, +1 *khopesh*, *ring of protection* +1, mwk composite shortbow [+2 Str] with 20 arrows

WYRLISH PARKANE CR 15

Male civilized human cleric 10/dark pilgrim of Takhisis 5
 LE Medium humanoid
Holy Orders of the Stars (Dark Pilgrim of Takhisis prestige class, Tyranny domain)
Init +1; **Senses** Listen +4, Spot +4
Languages Common, Estwilde, Infernal, Nerakese
AC 21 (23 against good creatures), touch 12, flat-footed 20 (22 against good creatures)
hp 71 (15 HD)
Resist +3 save against spells or spell-like abilities with the good descriptor (*armor*)
Fort +13, **Ref** +7, **Will** +18; slippery mind
Speed 30 ft.
Melee +2 *unholy light mace* +11/+6 (1d6+1)
Base Atk +10; **Grp** +9
Atk Options death attack (DC 19), sneak attack +2d6
Special Actions hide in plain sight, rebuke undead 5/day (+4, 2d6+12, 10th), spontaneous casting (*inflict spells*)
Combat Gear one dose wyvern poison (DC 17, 2d6 Con/2d6 Con), *pearl of power* (3rd level)
Cleric Spells Prepared (CL 15th, +9 melee touch, +11 ranged touch)
 8th—*mass charm monster* (DC 22),
summon monster VIII
 7th—*blasphemy*, *mass hold person*^D (DC 23), *repulsion* (DC 21)
 6th—*blade barrier* (DC 20), heightened *confusion*^D (DC 22), *harm* (DC 20), *word of recall*
 5th—*break enchantment*, *greater command*^D (DC 21), *dispel chaos* (DC 19), *mass inflict light wounds* (DC 19), *true seeing*, *unhallow*
 4th—*air walk*, *confusion*^D (DC 20), *cure critical wounds*, *divine power*, *spell immunity*, *summon monster IV*
 3rd—*bestow curse* (DC 17), heightened *command* (DC 19), *discern lies*^D (DC 17), *dispel magic*, *prayer*, *protection from energy*, *speak with dead*
 2nd—*calm emotions* (DC 18), *cure moderate wounds*, *enthrall* (DC 16), *hold person* (DC 18), *invisibility*^D, *owl's wisdom*, *spiritual weapon*
 1st—*bane* (DC 17), *bless*, *command*^D (DC 17), *comprehend languages*, *curse water*, *divine favor*, *doom* (DC 15), *sanctuary* (DC 15)
 0—*cure minor wounds*, *detect magic*, *guidance*, *light* x2, *read magic*
 D: Domain spell. Domains: Trickery, Tyranny (+2 save DC to all compulsion spells)
Abilities Str 8, Dex 13, Con 10, Int 14, Wis 18, Cha 14
SQ aura of evil, aura of law, Dark Queen's blessing, infiltration, poison use, serpent's tongue
Feats Create Draconian, Disciplined, Heighten Spell, Skill Focus (Concentration), Spell Penetration, Spellcasting Prodigy^B, Stealthy
Skills Bluff +18, Concentration +17, Diplomacy +15, Disguise +8 (+10 in character), Hide +13, Intimidate +10, Knowledge (arcana) +17, Knowledge (religion) +14, Knowledge (the planes) +8, Move Silently +8, Spellcraft +19

Possessions combat gear plus +3 *profane silent moves studded leather armor*, +2 *buckler*, +2 *unholy light mace*, *cloak of Charisma* +2, *medallion of faith*, *ring of protection* +1

Death Attack (Ex) If Wyrllish studies his victim for 3 rounds and then makes a sneak attack with a weapon that successfully deals damage, the sneak attack may possibly either paralyze or kill the target (Wyrllish's choice). While studying the victim, he can undertake other actions as long as his attention stays focused on the target and the target does not detect Wyrllish or recognize him as an enemy. If the victim of such an attack fails a DC 19 Fortitude save against the kill effect, he dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6+5 rounds. If the victim's saving throw succeeds, the attack is a normal sneak attack. Once Wyrllish has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

Hide in Plain Sight (Ex) Wyrllish can use the Hide skill even while being observed, so long as he is in any group of people such as a crowd, an audience, or a gathering.

Infiltration (Ex) When Wyrllish is trying to pass himself off as a local or attempting to join an organization as a new member, he gains a +4 insight bonus on Bluff and Disguise checks. In addition, once established in a community or court (usually within 24 hours but often as long as a week), he gains a +4 insight bonus on Hide and Move Silently checks within that community's corridors of power (such as a palace, temple, or manor). He loses these benefits once he is revealed as a dark pilgrim of Takhisis.

Poison Use (Ex) Wyrllish never accidentally poisons himself when applying poison to a weapon.

Serpent's Tongue (Ex) Wyrllish may add up to 5 points of his Wisdom bonus to all Bluff and Diplomacy skill checks he makes (already figured into the above skills).

Slippery Mind (Ex) If Wyrllish fails his saving throw against an enchantment spell or effect and fails his saving throw, 1 round later he can attempt his saving throw again. If this fails as well, the spell's effects occur normally.

Minions, Monsters, and Minor Characters

DARK PILGRIM CR 9

Male and female civilized human cleric 9

LE Medium humanoid

Init -1; **Senses** Listen +3, Spot +3

Languages Common, Infernal, Nerakese

AC 17, touch 9, flat-footed 17

hp 40 (9 HD)

Fort +6, **Ref** +4, **Will** +9

Speed 20 ft. (*armor*); base 30 ft.

Melee +1 *heavy mace* +7/+2 (1d8+1) or

Melee mwk dagger +7/+2 (1d4/19-20) or

Ranged mwk dagger +6 (1d4/19-20)

Base Atk +6; **Grp** +6

Atk Options Combat Expertise, Improved Feint, Quick Draw

Special Actions rebuke undead 5/day (+4, 2d6+11, 9th), spontaneous casting (*inflict* spells)

Combat Gear *pearl of power* (2nd level)

Cleric Spells Prepared (CL 9th, +6 melee

touch, +5 ranged touch)

5th—*greater command* (DC 18), *dispel good*^{DE} (DC 18)

4th—*confusion*^D (DC 17), *divine power*,

unholy blight^E (DC 17; CL 10th)

3rd—*blindness/deafness* (DC 16), *dispel magic*, *helping hand*, *magic circle against good*^{DE} (CL 10th), *prayer*

2nd—*darkness*, *death knell*^E (DC 15; CL

10th), *delay poison*, *enthrall* (DC 15),

invisibility^D, *summon monster II*

1st—*bane* (DC 14), *command* (DC 14), *cure*

light wounds, *disguise self*^D, *entropic shield*,

protection from good^E (CL 10th)

0—*create water*, *cure minor wounds*, *detect*

magic, *detect poison*, *guidance*, *virtue*

D: Domain spell; E: Evil spell. Domains: Evil, Trickery

Abilities Str 12, Dex 9, Con 10, Int 13, Wis 16, Cha 14

SQ aura of evil, aura of law

Feats Combat Expertise, Improved Feint, Lightning

Reflexes, Persuasive^E, Quick Draw

Skills Bluff +16, Concentration +12, Diplomacy +4,

Disguise +10 (+12 in character), Intimidate +6,

Knowledge (religion) +13, Knowledge (the planes) +7

Possessions combat gear plus +1 *scale mail*, +1 *heavy steel shield*, +1 *heavy mace*, *medallion of faith*, mwk dagger

ELITE RED WATCH SIVAK CR 9

CR 9

Male sivak draconian fighter 3

LE Large dragon

Init +8; **Senses** darkvision 60 ft., low-light vision; Listen +11, Spot +10

Languages Common, Nerakese

AC 23, touch 11, flat-footed 21

hp 87 (9 HD)

Immune disease, paralysis, sleep

SR 19

Fort +11, **Ref** +8, **Will** +8

Speed 20 ft., fly 40 ft. (poor) in mwk half-plate; base 30 ft., fly 60 ft. (poor)

Melee mwk Large greatsword +14/+9 (3d6+7/19-20) and tail +11 (2d4+2 plus trip) or

Melee 2 claws each +13 (1d6+5) and

tail +11 (2d4+7 plus trip)

Space 10 ft.; **Reach** 10 ft.

Base Atk +9; **Grp** +18

Atk Options Improved Sunder, Power Attack, trip (tail only)

Special Actions death throes, shapeshift

Abilities Str 21, Dex 14, Con 16, Int 10, Wis 14, Cha 8

SQ draconian traits, inspired by dragons, low metabolism

Feats Improved Initiative^B, Improved Sunder, Multiattack, Power Attack, Quick-Thinking,

Run^B, Weapon Focus (greatsword)^B

Skills Bluff +8, Disguise +4 (+6 in character),

Gather Information +4, Intimidate +12,

Jump +8*, Listen +11, Spot +10

* includes adjustments for a -6 armor check penalty

Possessions +1 *half-plate*, mwk Large greatsword

FREEDOM FIGHTER CR 4

Male and female nomad human warrior 5

NG Medium humanoid

Init +3; **Senses** Listen +1, Spot +1**Languages** Common, Estwilde, Nerakese**AC** 18, touch 13, flat-footed 15**hp** 27 (5 HD)**Fort** +5, **Ref** +4, **Will** +0**Speed** 30 ft.**Melee** mwk longsword +8 (1d8+2/19-20) or**Ranged** composite shortbow +9 (1d6+2/x3) or**Ranged** composite shortbow +7/+7

(1d6+2/x3) with Rapid Shot

Base Atk +5; **Grp** +7**Atk Options** Point Blank Shot**Abilities** Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8**Feats** Point Blank Shot^B, Rapid Shot,

Weapon Focus (shortbow)

Skills Climb +10, Hide +7, Ride +11**Possessions** mwk studded leather armor, +1 buckler, mwk
longsword, composite shortbow [+2 Str] with 20 arrows**GOBLIN SKIRMISHER MOB CR 8**

NE Gargantuan humanoid (mob of Small goblins)

Init +0; **Senses** Listen +5, Spot +5**Languages** Common, Goblin**AC** 8, touch 8, flat-footed 6**hp** 135 (30 HD)**Fort** +9, **Ref** +19, **Will** +8**Speed** 20 ft.**Melee** mob (5d6)**Space** 20 ft.; **Reach** 0 ft.**Base Atk** +22; **Grp** +34**Atk Options** expert grappler, Improved Bull Rush,
Improved Overrun, trample 2d6 (Reflex DC 25 half)**Abilities** Str 10, Dex 15, Con 11, Int 10, Wis 9, Cha 6**SQ** mob anatomy, mob traits**Feats** Alertness, Improved Bull Rush^B, Improved Overrun^B**Skills** Listen +5, Move Silently +6, Spot +5**HOBGOBLIN SOLDIER MOB CR 8**

LE Gargantuan humanoid (mob of Medium hobgoblins)

Init +0; **Senses** darkvision 60 ft.; Listen +3, Spot +3**Languages** Common, Goblin**AC** 7, touch 7, flat-footed 6**hp** 195 (30 HD)**Fort** +19, **Ref** +10, **Will** +8**Speed** 20 ft.**Melee** mob (5d6)**Space** 20 ft.; **Reach** 0 ft.**Base Atk** +22; **Grp** +35**Atk Options** expert grappler, Improved Bull Rush,
Improved Overrun, trample 2d6+1 (Reflex DC 26 half)**Abilities** Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8**SQ** mob anatomy, mob traits**Feats** Alertness, Improved Bull Rush^B, Improved Overrun^B**Skills** Intimidate +3, Listen +3, Move Silently +5, Spot +3**HUMAN MERCENARY MOB CR 8**

LE Gargantuan humanoid (mob of Medium humans)

Init +4; **Senses** Listen +1, Spot +1**Languages** Common, Nerakese**AC** 7, touch 7, flat-footed 6**hp** 135 (30 HD)**Fort** +17, **Ref** +10, **Will** +9**Speed** 20 ft.**Melee** mob (5d6)**Space** 20 ft.; **Reach** 0 ft.**Base Atk** +22; **Grp** +35**Atk Options** expert grappler, Improved Bull Rush,
Improved Overrun, trample 2d6+1 (Reflex DC 26 half)**Abilities** Str 12, Dex 13, Con 11, Int 10, Wis 9, Cha 8**SQ** mob anatomy, mob traits**Feats** Alertness^B, Improved Bull Rush^B, Improved
Initiative, Improved Overrun^B**Skills** Climb +5, Intimidate +3, Listen +1, Spot +1**RED WATCH SIVAK CR 8**

Male sivak draconian fighter 2

LE Large dragon

Init +8; **Senses** darkvision 60 ft., low-
light vision; Listen +11, Spot +9**Languages** Common**AC** 22, touch 11, flat-footed 20**hp** 79 (8 HD)**Immune** disease, paralysis, sleep**SR** 18**Fort** +11, **Ref** +7, **Will** +7**Speed** 20 ft., fly 40 ft. (poor) in mwk half-
plate; base 30 ft., fly 60 ft. (poor)**Melee** mwk Large greatsword +13/+8 (3d6+7/19-
20) and tail +10 (2d4+2 plus trip) or**Melee** 2 claws each +12 (1d6+5) and
tail +10 (2d4+7 plus trip)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +8; **Grp** +17**Atk Options** Power Attack, trip (tail only)**Special Actions** death throes, shapeshift**Abilities** Str 21, Dex 14, Con 16, Int 10, Wis 14, Cha 8**SQ** draconian traits, inspired by dragons, low metabolism**Feats** Improved Initiative^B, Multiattack, Power Attack,
Quick-Thinking, Run^B, Weapon Focus (greatsword)^B**Skills** Bluff +8, Disguise +4 (+6 in character),

Gather Information +4, Intimidate +12,

Jump +8*, Listen +11, Spot +9

* includes adjustments for a -6 armor check penalty

Possessions mwk half-plate, mwk Large greatsword**SAILOR CR 4**

Male civilized human expert 5

NE Medium humanoid

Init +2; **Senses** Listen +0, Spot +4**Languages** Common, Nordmaarian

AC 15, touch 12, flat-footed 13

hp 22 (5 HD)

Fort +2, Ref +3, Will +4

Speed 30 ft.

Melee rapier +5 (1d6+2/18-20) or

Melee rapier +3 (1d6+2/18-20) and dagger +3 (1d4+1/19-20)

Base Atk +3; Grp +5

Atk Options Two-Weapon Fighting

Abilities Str 14, Dex 15, Con 13, Int 12, Wis 10, Cha 8

Feats Athletic^B, Quick Draw, Two-Weapon Fighting

Skills Balance +10, Climb +10 (+12 with ropes), Intimidate

+7, Jump +6, Knowledge (nature) +7, Profession (sailor)

+8, Spot +4, Survival +4, Swim +12, Use Rope +10

Possessions mwk studded leather, rapier, dagger

Shadow Warrior CR 9

Male shadowperson fighter 7

NG Medium monstrous humanoid

Init +5; Senses blindsense 30 ft., darkvision

60 ft.; Listen +11, Spot +7

Languages Shadowperson; telepathy 60 ft.

AC 23, touch 21, flat-footed 18; Dodge, telepathic awareness

hp 75 (10 HD)

Fort +8, Ref +10, Will +7

Weakness light sensitivity

Speed 30 ft.; glide

Melee mwk shadowstaff +15/+10 (1d8+6/17-

20) and claw +8 (1d4+1) or

Melee 2 claws each +13 (1d4+3) or

Ranged dart +15/+10 (1d4+3)

Base Atk +10; Grp +13

Atk Options Combat Expertise, Improved

Disarm, Improved Trip

Special Actions mindweave

Abilities Str 17, Dex 20, Con 15, Int 14, Wis 14, Cha 10

SQ detect thoughts

Feats Alertness, Combat Expertise^B, Dodge, Exotic

Weapon Proficiency (shadowstaff)^B, Improved

Critical (shadowstaff), Improved Disarm^B,

Improved Trip^B, Weapon Focus (shadowstaff),

Weapon Specialization (shadowstaff)^B

Skills Balance +7, Climb +10, Escape Artist +9, Hide

+11, Intimidate +7, Jump +12, Listen +11, Move

Silently +15, Spot +7, Swim +10, Tumble +13

Possessions mwk leather armor, mwk shadowstaff, darts (2)

New Monsters

Aurumvorax CR 7

Always N Small magical beast

Init +7; Senses darkvision 60 ft., low-light

vision, scent; Listen +5, Spot +5

AC 22, touch 14, flat-footed 19 (+1 size, +3 Dex, +8 natural)

hp 65 (10 HD)

Fort +8, Ref +10, Will +6

Speed 20 ft., burrow 10 ft.

Melee bite +10 (1d6) and 4 claws each +8 (1d4)

Space 5 ft.; Reach 5 ft.

Base Atk +10; Grp +14

Combat Options Combat Reflexes,

improved grab, rend (2d4)

Special Actions rage

Abilities Str 11, Dex 16, Con 12, Int 3, Wis 12, Cha 12

Feats Combat Reflexes, Improved Initiative,

Iron Will, Multiattack

Skills Hide +7, Listen +5, Move Silently +8, Spot +5

Environment Temperate hills

Organization Solitary or pair

Treasure Special (the aurumvorax's hide, if undamaged, is worth in excess of 3,000 stl)

Advancement 11-20 HD (Medium); 14-27

HD (Large); Level Adjustment —

Improved Grab (Ex) To use this ability, an aurumvorax must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can automatically deliver bite damage each round. The aurumvorax receives a racial bonus of +8 to grapple checks.

Rage (Ex) An aurumvorax that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. This ability otherwise functions exactly like the barbarian ability of the same name. When an aurumvorax rages, its statistics change as follows: AC 20, touch 12, flat-footed 17

hp 85

Fort +10, Will +8

Melee bite +12 (1d6+2) and 4 claws

+10 (1d4+1); Grp +16

Abilities Str 15, Con 16

Rend (Ex) If the aurumvorax successfully hits with two or more claw attacks in any round, it begins to burrow into the opponent's body. This attack automatically deals an additional 2d4 points of damage (or 2d4+3 if raging).

Aurumvoraxes, or golden gorgers, are six-legged carnivores similar to wolverines or badgers. Their diet is supplemented by precious metals, such as gold and copper. The typical golden gorger is 3 feet long with claws and fur with a high metal content, making them appear to be made of a coppery-gold alloy.

Aurumvoraxes do not speak any language, being only slightly more intelligent than any other animal. They are almost impossible to train, as their savage instincts take over from a very young age. Mated pairs rarely remain together longer than a few months, as one or both gorgers will end the relationship violently more often than not.

Strategies and Tactics

Driven by an almost suicidal fearlessness, aurumvoraxes charge into battle if they feel they or their lairs are under threat. Outside of physical threats, an aurumvorax will only emerge from its lair if lured out by the promise of wounded prey or precious metals.

A golden gorger leads with its powerful bites first. Once that is engaged, they utilize their sharp claws. They commonly attack with at least two claws, but can use claw attacks

depending on where they have locked onto a foe. Because of their Combat Reflexes, an aurumvorax is a dangerous opponent even when surrounded, but if it has no avenue of escape and is raging, the gorger will focus on one target and rend or savage that target in order to get past it.

Moon Dog CR 12

NG Medium outsider (extraplanar, good)

Book of Exalted Deeds

Init +6; **Senses** blessed sight, darkvision 60 ft., keen senses, Scent; Listen +17, Spot +17; *arcane sight, detect snares and pits, see invisibility.*

Languages Celestial, Common, Infernal; *speak with canines*; telepathy 50 ft.

AC 20, touch 13, flat-footed 18 (+2 Dex, +7 natural, +1 deflection); **Dodge**

hp 49 (9 HD); **DR** 10/cold iron or evil

SR 23 (27 against evil spells and spells cast by evil outsiders)

Fort +9, **Ref** +10, **Will** +11 (+15 against frightful presence of dragons); improved evasion, luck

Speed 50 ft.

Melee bite +12(1d8+4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +12

Special Actions bark, bay, howl, soothing ministrations, whine

Spell-Like Abilities (CL 12th):

At will—*astral projection* (self only), *dancing lights*, *darkness*, *ethereal jaunt*, *fog cloud*, *greater invisibility* (DC 17), *light*, *nondetection* (DC 16)

3/day—*change self*, *mirror image*

1/day—*greater shadow conjuration* (DC 20)

Abilities Str 16, Dex 15, Con 12, Int 15, Wis 16, Cha 17

SQ shadow pattern

Feats Alertness, Dodge, Improved Initiative, Resist Dragonfear

Skills Balance +4, Concentration +13, Diplomacy +17, Hide +18, Intimidate +15, Jump +15, Knowledge (the planes) +14, Listen +17, Move Silently +18, Sense Motive +15, Spot +17, Survival +3 (+5 on other planes), Tumble +4

Environment Border realms of the Dome of Creation

Organization Solitary or pack (2-8)

Treasure None

Advancement 10-13 HD (Medium); 14-27 HD (Large); **Level Adjustment** +8

Bark (Su) When a moon dog barks, as a standard action, it creates a *dispel evil* effect (DC 17) as cast by a 12th-level cleric. The save DC is Charisma-based.

Bay (Su) A moon dog can bay as a standard action. Its baying has the effect of a *fear* spell cast by a 12th-level sorcerer (Will save DC 17), but it affects only evil creatures within an 80-foot radius of the moon dog. A creature that makes a successful Will save is immune to that particular moon dog's baying for 24 hours. This is a sonic, mind-affecting effect. The save DC is Charisma-based.

Howl (Su) When a moon dog howls, evil creatures within 40 feet of the moon dog take 1d4+4 points of damage per round, in addition to the *fear* effect of its baying. Evil extraplanar creatures within 40 feet of a howling moon dog are targeted by a *dismissal* effect as cast by a 12th-level cleric. If more than one moon dog is

howling within 40 feet of such a creature, the creature only receives one saving throw, and the effective caster level of the *dismissal* effect is increased by +2 for each additional moon dog beyond the first.

Soothing Ministrations (Su) By licking a wound, a moon dog can create any of the following effects, one time each per individual per day: *cure light wounds*, *remove disease*, and *slow poison*. The moon dog's caster level is 12th.

Whine (Su) A moon dog can whine as a standard action to automatically dispel any illusion effect within 50 feet.

Luck (Su) A moon dog receives a +2 luck bonus on all saving throws (reflected in the statistics above).

Shadow Pattern (Su) When in shadowy light, a moon dog can move itself and manipulate the shadows around itself to create a special shadow pattern. Creating the pattern is a full-round action, and the pattern only lasts as long as the moon dog concentrates to maintain it, plus an additional 2 rounds. The pattern emanates in a 50-foot radius around the moon dog. Evil creatures within this effect are fascinated as though by a *hypnotic pattern* spell (Will save DC 17) cast by a 10th-level sorcerer. Good creatures within the effect are warded by a *protection from evil* effect and a *remove fear* effect for the duration of the pattern. The save DC for the *hypnotic pattern* effect is Charisma-based.

Exalted Spell Resistance (Su) Against evil spells or spells cast by evil outsiders, a moon dog's spell resistance is increased by +4.

Speak with Canines (Sp) A moon dog can speak with animals (as cast by a 12th-level druid) to communicate with any canine animal, including dogs and wolves. This ability functions at will.

Skills A moon dog receives a +4 racial bonus to Hide and Move Silently checks.

Moon dogs are agents of Light that occasionally enter the Mortal Realm in order to assist creatures of good alignment or protect sacred locations. They are servants of the good deities, and as such will cooperate with clerics and paladins of good as well as other strongly good-aligned creatures (such as metallic dragons, celestials, and White Robe wizards). They do not have the power to travel between the planes themselves; typically, one of the gods of Light will send them to act as sentinels for a holy place or to aid a cleric on her quest. Once the task is complete, a moon dog wanders the Mortal Realm helping others until its divine patron recalls it to the Dome of Creation.

Moon dogs resemble large black wolf-hounds, with some humanoid characteristics such as paws that may act as hands, the ability to stand on two legs for a short period of time, and even a face that bears some resemblance to a human's while still being canine. Moon dogs may blend in with the shadows, and are often found in dark, shadowy locations, the better to strike at the forces of Darkness.

STRATEGIES AND TACTICS

Moon dogs are tireless opponents of evil, and enter combat against evil creatures without hesitation. They join battle by using their howl, following up with bite attacks in melee. If a moon dog is fighting alongside other good-aligned creatures it makes good use of its supportive abilities such as its shadow pattern or soothing ministrations, but its focus is almost always on ridding the Mortal Realm of evil.

APPENDIX B: HEROES OF THE LANCE

This appendix includes statistics blocks for the Heroes of the Lance as they are at the beginning of *Dragons of Winter*. They may be used as pregenerated characters, or you might choose to use them as NPCs or incidental characters if the players are using their own heroes.

Note: These stat blocks differ slightly from those in **Appendix I** because the skill ranks are provided. You may find this to be useful when advancing the heroes throughout the adventure.

HEROES AVAILABLE AS PLAYER CHARACTERS IN CHAPTER SIX: ICE

If you are running this adventure with only four players, you may want to provide the players with the stat blocks for Elistan (the Shepherd), Gilthanas (the Hawk), Sturm (the Idealist), and Tasslehoff (the Rogue) and either advance them by two levels (Elistan +2 levels cleric, Gilthanas +2 levels wizard, Sturm +2 levels Knight of the Crown, and Tasslehoff +2 levels handler prestige class) or have the other four characters remain with the party as NPCs. A third option, which can be quite rewarding, is to assign two heroes to each player, with the following combinations being ideal: Elistan/Laurana, Sturm/Aran, Gilthanas/Brian, Tasslehoff/Flint.

Aran and Brian were not in the previous adventure. They are Solamnic Knights, old companions of Derek Crownguard. Aran is a ladies' man and fond of his drink. Brian's father was not a noble, but he was raised in Derek's household and has become a devoted Knight.

ARAN TALLBOW CR 9

Male civilized human fighter 4/Knight of the Crown 5

LG Medium humanoid

Knightly Orders of Ansalon (Knight of the Crown)

Init +6; Senses Listen +0, Spot +5

Languages Common, Ergot, Gnome, Solamnic

AC 23, touch 14, flat-footed 19

hp 58 (9 HD); Diehard

Resist Honor-bound

Fort +9, Ref +6, Will +2 (+5 against compulsions and fear)

Speed 30 ft.

Ranged +2 *seeking composite longbow*
+16/+11 (1d8+6/x3) or

Ranged +2 *seeking composite longbow* +14/+14/+9
(1d8+6/x3) with Rapid Shot or

Melee mwk longsword +12/+7 (1d8+2/19-20) or

Melee mwk dagger +12/+7 (1d4+2/19-20)

Base Atk +9; Grp +11

Atk Options Mounted Archery, Mounted
Combat, Point Blank Shot, Precise Shot

Special Actions strength of honor 2/day

Abilities Str 15, Dex 18, Con 12, Int 14, Wis 10, Cha 16

SQ fight to the death, heroic initiative +2,
honorable will, knightly courage

Feats Diehard^B, Honor-bound^B, Mounted Archery^B,
Mounted Combat^B, Point Blank Shot^B, Precise
Shot, Rapid Shot, Weapon Focus (longbow),
Weapon Specialization (longbow)

Skills Craft (bowmaking) 9/+11, Diplomacy
9/+14, Handle Animal 5/+8, Knowledge
(nobility) 9/+11, Ride 10/+16, Spot 5/+5

Possessions +2 *chain shirt*, +2 *buckler*, mwk longsword,
mwk dagger, +2 *seeking composite longbow*
[+2 Str], quiver with 10 arrows, 5 adamantite
arrows, 5 silvered arrows, bedroll, waterskin

Fight to the Death (Ex) Aran gains Diehard as a bonus feat.

Heroic Initiative (Ex) Aran gains a +2
bonus on initiative checks.

Honorable Will (Su) Aran has a +3 morale bonus on
saving throws against compulsion spells and effects.

Knightly Courage (Su) Aran has a +3 morale
bonus on saving throws against fear effects.

Strength of Honor (Su) Twice a day, as a free
action, Aran may add a +4 morale bonus
to his Strength score for 4 rounds.

BRIAN DONNER CR 9

Male civilized human faithless paladin

6/Knight of the Sword 3

LG Medium humanoid

Knightly Orders of Ansalon (Knight of the Sword)

Init +2; Senses Listen +2, Spot +2

Aura courage (10 ft. radius, +4 morale bonus vs. fear)

Languages Common, Elven, Istarian, Solamnic

AC 20, touch 11, flat-footed 19

hp 70 (9 HD); Diehard

Immune [disease], fear

Resist Honor-bound

Fort +12, Ref +7, Will +10

Speed 20 ft. (*armor*); base 30 ft.

Melee +2 *longsword* +13/+8 (1d8+3/19-20) or

Melee +1 *dagger* +11/+6 (1d4+2/19-20)

Base Atk +9; Grp +10

Atk Options smite evil 3/day (+2 attack, +9 damage)

Special Actions defend the weak +1, [lay on hands 12
hp/day], [turn undead 5/day (+4, 2d6+8, 6th)]

[Paladin Spells Prepared (CL 3rd, +10
melee touch, +10 ranged touch)]

1st—None prepared

[Spell-Like Abilities (CL 3rd)]

At will—*detect evil*

1/week—*remove disease*

Abilities Str 12, Dex 12, Con 12, Int 15, Wis 15, Cha 15

SQ aura of good, divine grace, [divine health],
heroic initiative, [special mount]

Feats Diehard, Education (history, nobility and royalty),
Endurance, Honor-bound^B, Weapon Focus (longsword)

Skills Diplomacy 12/+18, Intimidate 3/+5, Knowledge (arcana) 3/+5, Knowledge (history) 3/+7, Knowledge (nobility and royalty) 12/+16, Knowledge (religion) 6/+8, Ride 12/+13, Sense Motive 9/+11

Possessions +2 *breastplate*, mwk heavy steel shield, +2 *longsword*, +1 *dagger*, *cloak of resistance* +1, backpack, bedroll, journal, pen and ink, waterskin

Defend the Weak (Ex) Each round, Brian may choose a single adjacent ally (within 5 feet) with fewer effective character levels or hit dice. Against any opponent who threatens that ally (i.e. who is capable of making a melee or ranged attack against them), Brian gain a +1 bonus on melee attack and weapon damage rolls, and his ally gains a +1 to AC for as long as he remains adjacent. These bonuses only apply while he is adjacent to his ally.

Heroic Initiative (Ex) Brian gains a +1 bonus on initiative checks.

Faithless Paladin At the beginning of the adventure, Brian has no knowledge of the true gods other than what his studies have told him. Until he gains this knowledge by reading the *Disks of Mishakal* or by spending a day of uninterrupted discussion and prayer with Elistan or another cleric of the true gods, Brian has no access to the statistics in square brackets above, cannot cast spells, and cannot turn undead.

ELISTAN CR 9

Male civilized human cleric 9 of Paladine
LG Medium humanoid

Init +1; **Senses** Listen +5, Spot +5

Languages Abanasinian, Common, Elven, Solamnic

AC 19, touch 11, flat-footed 18

hp 52 (9 HD)

Fort +7, **Ref** +4, **Will** +11

Speed 20 ft. (*armor*); base 30 ft.

Melee +2 *heavy mace* +9/+4 (1d8+3)

Base Atk +6; **Grp** +7

Special Actions *protective ward* 1/day, spontaneous casting (*cure* spells), turn undead 10/day (+5, 2d6+12, 9th)

Cleric Spells Prepared (CL 9th, +7 melee touch, +7 ranged touch)

5th—*flame strike* (DC 18), *spell resistance*^D (SR 21)

4th—*divine power*, *holy smite*^D (DC 17, CL 8th), *restoration*

3rd—*dispel magic*, *magic circle against evil*^D (CL 8th), *prayer*, *protection from energy*, *searing light*

2nd—*aid*^D, *calm emotions* (DC 15), *consecrate* (CL 8th), *lesser restoration*, *remove paralysis*, *zone of truth* (DC 15)

1st—*bless*, *detect evil*, *divine favor*, *remove fear* (2), *sanctuary*^D (DC 14)

0—*create water*, *guidance* (2), *light* (2), *purify food and drink* (DC 13)

D: Domain spell. Domain: Good, Protection

Abilities Str 13, Dex 12, Con 12, Int 14, Wis 17, Cha 16

SQ aura of good, aura of law

Feats Alertness^B, Extra Turning, Iron Will, Leadership, Negotiator

Skills Concentration 8/+9, Craft (carpentry) 4/+6, Diplomacy 12/+17, Heal 12/+15, Knowledge (religion) 10/+12, Listen 0/+5, Profession (scribe) 5/+8, Sense Motive 2/+7, Spellcraft 5/+7, Spot 0/+5

Possessions +1 *chainmail*, mwk light steel shield, +2 *heavy mace*, *medallion of faith* (Paladine), holy water vials (5), robes

FLINT FIREFORGE CR 9

Male hill dwarf fighter 6/master 3

NG Medium humanoid

War of the Lance (Master class, Stubborn feat)

Init +0; **Senses** Listen +1, Spot +3

Languages Common, Dwarven

AC 21, touch 11, flat-footed 21; +4 dodge bonus against giants
hp 70 (9 HD); DR 3/—

Resist +2 save against spells and spell-like effects, stability (+4 against bull rush and trip)

Fort +10 (+12 against poison), **Ref** +3, **Will** +7 (+11 against frightful presence of dragons)

Speed 20 ft.

Melee +2 *battleaxe* +14/+9 (1d8+5/x3) or

Melee dagger +11/+6 (1d4+3/19-20) or

Ranged dagger +8/+3 (1d4+3/19-20)

Base Atk +8; **Grp** +11

Atk Options Cleave, Improved Sunder, Power Attack

Abilities Str 16, Dex 11, Con 18, Int 10, Wis 12, Cha 13
SQ knack, primary focus (Craft), stonecunning

Feats Cleave^B, Improved Sunder^B, Power Attack^B, Resist Dragonfear, Skill Focus (Craft [Blacksmithing]), Skill Focus (Appraise)^B, Stubborn, Weapon Focus (battle axe), Weapon Focus (handaxe)^B

Skills Appraise 10/+13 (+15 relating to stone or metal, +17 blacksmithing), Craft (blacksmithing) 10/+17, Intimidate 6/+9, Knowledge (local) 4/+4, Search 0/+0 (+2 to notice unusual stonework), Spot 2/+3

Possessions +2 *dwarven plate*, mwk light steel shield, +2 *battleaxe*, daggers (3)

Knack—Applied Craftsmanship (Ex) Flint may apply up to half of his 10 ranks in Craft (blacksmithing) to any other Craft check in which he has no ranks.

Primary Focus—Craft (Ex) Flint gains a +2 competence bonus on all Craft checks.

GILTHANAS KAHAN CR 9

Male Qualinesti elf noble 3/wizard 3/fighter 3

CG Medium humanoid

War of the Lance (Charming & Heroic Surge feats)

Init +3; **Senses** *elvensight* (darkvision 30 ft., low-light vision); Listen +7, Spot +2

Languages Common, Dwarven, Elven, Goblin, Magius

AC 19, touch 13, flat-footed 16; Dodge
hp 40 (9 HD)

Immune *sleep*

Fort +8, **Ref** +10, **Will** +10 (+14 against frightful presence of dragons)

Speed 30 ft.

Melee +1 *longsword* +8/+3 (1d8+2/19-20) or

Ranged mwk composite longbow +10/+5 (1d8+1/20)
Base Atk +6; **Grp** +7
Atk Options Combat Reflexes, Heroic Surge
Special Actions inspire confidence 1/day
Wizard Spells Prepared (CL 3rd, +7 melee touch,
 +9 ranged touch, arcane spell failure 25%)
 2nd—*knock*, *shatter* (DC 14)
 1st—*hold portal*, *magic missile*, *true strike*
 0—*light*, *open/close*, *prestidigitation*, *resistance*
Combat Gear *potion of clairaudience* (2), *scroll of fireball*
 (CL 5th), *scroll of summon monster II* (CL 5th)

Abilities Str 12, Dex 16, Con 12, Int 14, Wis 10, Cha 14
SQ bonus class skill (Move Silently), favor +2
Feats Charming, Combat Reflexes^B, Dodge, Heroic Surge, Resist
 Dragonfear, Scribe Scroll^B, Weapon Focus (longsword)^B
Skills Bluff 6/+10, Concentration 5/+6, Diplomacy 7/+18,
 Gather Information 5/+7, Intimidate 7/+11, Knowledge
 (arcana) 5/+7, Knowledge (nobility and royalty) 5/+7,
 Listen 5/+7, Move Silently 5/+6 (with armor check penalty),
 Search 0/+4, Sense Motive 6/+7, Spellcraft 3/+7, Spot 0/+2
Possessions combat gear plus *elven chain*, mwk light
 steel shield, +1 *longsword*, mwk composite longbow
 [+1 Str] with 20 arrows, *cloak of resistance* +2,
 diplomatic papers, scrollcase, writing instruments
Spellbook prepared spells plus 0—all common and unnamed;
 1—*alarm*, *magic weapon*, *sleep*; 2—*levitate*, *web*.

LAURALANTHALASA KANAN (ЛАУРАНА) CR 9

Female Qualinesti elf noble 6/fighter 3
 NG Medium humanoid
Init +3; **Senses** *elvensight* (darkvision 30 ft.,
 low-light vision); Listen +3, Spot +9
Languages Common, Dwarven, Elven, Solamnic
AC 20, touch 13, flat-footed 17
hp 56 (9 HD)
Immune *sleep*
Fort +7, **Ref** +9, **Will** +9 (+11 against enchantments)

Speed 30 ft.
Melee +2 *short sword* +11/+6 (1d6+3/19-20) or
Ranged mwk longbow +10/+5 (1d8/x3)
Base Atk +7; **Grp** +8
Atk Options Spear of Doom
Special Actions inspire confidence 2/day
Abilities Str 13, Dex 17, Con 14, Int 15, Wis 12, Cha 17
SQ bonus class skill (Move Silently), coordinate +1, favor +2
Feats Charming, Iron Will, Leadership, Spear of Doom^B,
 Weapon Focus (longbow)^B, Weapon Focus (short sword)
Skills Bluff 9/+14, Diplomacy 6/+18, Gather Information 6/+9,
 Intimidate 4/+9, Knowledge (history) 6/+8, Knowledge
 (nobility and royalty) 9/+11, Listen 0/+3, Move Silently 3/+6,
 Ride 10/+13, Search 1/+5, Sense Motive 5/+7, Spot 6/+9
Possessions +1 *elven chain*, mwk light steel
 shield, +2 *short sword*, mwk longbow with 10
 normal arrows and 10 cold iron arrows

STURM BRIGHTBLADE CR 9

Male civilized human fighter 9
 LG Medium humanoid
War of the Lance (Brightblade)
Init +1; **Senses** Listen +1, Spot +1
Languages Abanasinian, Common, Solamnic
AC 23, touch 11, flat-footed 23
hp 80 (9 HD)
Resist Honor-bound
Fort +9, **Ref** +4, **Will** +4 (+12 against
 frightful presence of dragons)

Speed 20 ft. (armor); base 30 ft.
Melee *Brightblade* +16/+11 (1d10+7/19-20 plus 2d6 lawful) or
Melee dagger +12/+7 (1d4+3/19-20)
Base Atk +9; **Grp** +12
Atk Options Combat Expertise, Improved
 Disarm, Mounted Combat, Power Attack

Abilities Str 17, Dex 12, Con 16, Int 14, Wis 12, Cha 13
Feats Combat Expertise, Exotic Weapon Proficiency
 (bastard sword)^B, Honor-bound^B, Improved Disarm^B,
 Improved Resist Dragonfear, Mounted Combat^B, Power
 Attack, Resist Dragonfear, Weapon Focus (bastard
 sword)^B, Weapon Specialization (bastard sword)^B
Skills Diplomacy 5/+10, Handle Animal 6/+7, Knowledge
 (nobility and royalty) 5/+7, Ride 10/+13, Search 2/+4,
 Sense Motive 5/+6, Swim 5/-7 (with armor check penalty)
Possessions mwk full plate, +2 *heavy steel shield*,
Brightblade, dagger, signet ring, bedroll, waterskin

TASSLEHOFF BURRFOOT CR 9

Male kender rogue 5/handler 4
 NG Small humanoid
War of the Lance (Handler prestige class, Improved Taunt feat)
Init +7; **Senses** Listen +9, Spot +10
Languages Common, Goblin, Kenderspeak
AC 20, touch 16, flat-footed 17; Dodge, improved
 uncanny dodge, uncanny dodge
hp 49 (9 HD)
Immune fear
Fort +6, **Ref** +13, **Will** +3; evasion, handler's luck

Speed 30 ft.
Melee +1 *hoopak* +9/+4 (1d4+2) as club or
Melee +1 *dagger* +9/+4 (1d3+2) or
Ranged +1 *hoopak* +11/+6 (1d3+2) as sling
Base Atk +6; **Grp** +3
Atk Options sneak attack +3d6
Special Actions five-fingered fighting, taunt

Abilities Str 13, Dex 17, Con 14, Int 12, Wis 9, Cha 13
SQ handler's luck +1, kender tales +5, light-
 fingered +4, trap sense +2, trapfinding
Feats Alertness, Dodge, Improved Initiative, Improved Taunt
Skills Bluff 12/+13 (+17 with taunt), Climb 6/+7, Decipher
 Script 6/+7, Escape Artist 7/+10, Hide 12/+19, Listen
 8/+9, Move Silently 12/+20, Open Lock 8/+13, Search
 7/+8, Sleight of Hand 8/+15 (+19 vs. Spot), Spot 7/+10
Possessions +2 *leather armor*, +1 *hoopak* with 10 sling bullets,
 +1 *dagger*, +2 *ring of protection*, *boots of elvenkind*, mwk
 thieves' tools, pouches, various map and scrollcases

Five-Fingered Fighting (Ex) Tasslehoff may make a Sleight of Hand check to lift an item from a target that is denied its Dexterity bonus to AC as part of a successful melee attack upon that target, without taking the standard -20 penalty for using the skill as a free action.

Handler's Luck (Ex) Tasslehoff adds a competence bonus to all of his saving throws equal to his Charisma modifier (if positive).

Kender Tales (Ex) Tasslehoff possesses a truly uncanny storehouse of useless trivia in his head. This ability functions exactly like a bardic knowledge check, with Tas using his handler level plus his Intelligence modifier to make the check.

Light-Fingered (Ex) Tasslehoff adds his handler class level as a competence bonus to his Sleight of Hand checks for the purposes of opposing his target's Spot check, but not for the actual check to lift the item itself.

HEROES AVAILABLE AS PLAYER CHARACTERS IN CHAPTER SIX: LIGHT

Theodenes and Vanderjack become available during **Chapter Six: Light**. Although it will require later events to be altered, you may also offer them at the beginning of the adventure, in which case drop them by one level (-1 level of ranger for Theo, and -1 level of fighter for Vanderjack).

THEODENES CR 10

Male gnome fighter 4/master 4/ranger 2

CG Small humanoid

War of the Lance (Master class, Lucky feat, *singing statue*)

Init +4; **Senses** Listen +5, Spot +5

Languages Common, Elven, Ergot, Gnome, Solamnic

AC 19, touch 13, flat-footed 19

hp 79 (10 HD)

Fort +12, **Ref** +6, **Will** +7

Speed 20 ft.

Melee +2 *gnome hooked hammer* +13/+8
(1d6+6/x3) and +13 (1d4+5/x4) or

Melee +2 *gnome hooked hammer* +15/+10
(1d6+6/x3, hammer) or

Melee +2 *gnome hooked hammer* +15/+10 (1d4+6/x4, hook)

Base Atk +9; **Grp** +7

Atk Options Combat Expertise, combat style (two-weapon), favored enemy giants +2, Improved Trip

Special Actions knock (exploit weakness)

Combat Gear acid vials (5), alchemist's fire flasks (5), smokesticks (5), tanglefoot bags (5), thunderstones (5)

Abilities Str 15, Dex 10, Con 17, Int 17, Wis 8, Cha 14

SQ knock (lore +7), primary focus (sage), wild empathy +4

Feats Combat Expertise, Diligent, Improved Initiative, Improved Trip^B, Lucky, Nimble Fingers^B, Track^B, Two-Weapon Fighting^B, Weapon Focus (gnome hooked hammer)^B, Weapon Specialization (gnome hooked hammer)^B

Skills Appraise 2/+7 (+9 alchemy), Climb 7/+8 (with armor check penalty), Craft (alchemy) 13/+18, Decipher Script 5/+10, Disable Device 5/+10, Handle Animal 10/+12, Knowledge (engineering) 10/+17, Knowledge (history) 10/+17, Listen 6/+5, Open Lock 2/+7, Spot 6/+5, Use Magic Device 10/+12

Possessions combat gear plus +2 *chain shirt*, +2 *gnome hooked hammer*, *ring of protection* +2, *bag of holding*, *singing statue*, gnome toolbelt (10 tool points), sunrods (5), tindertwigs (5), mwk climbing gear

Knack—Exploit Weakness (Ex) After 1 round of combat, Theo may use a move action to designate one opponent. For the rest of the combat, Theo adds his Intelligence bonus to attack rolls against that opponent, rather than Strength or Dexterity. This requires a DC 15 Intelligence check to activate, with a bonus equal to half Theo's master level (+2).

Knack—Lore (Ex) Theo knows a little about everything. This ability works like a bard's bardic knowledge check, using Theo's master level plus Intelligence modifier to make the check (+7).

Primary Focus—Sage (Ex) Theo gains a +2 competence bonus on all Knowledge checks.

Gnome Toolbelt Theo's toolbelt contains 10 tool points.

Each point may be spent to gain a +2 enhancement bonus to any Craft, Disable Device, Open Lock, or Use Magic Device check, as if it were a masterwork item. The toolbelt is always the first item to take damage if Theo rolls a natural 1 on a saving throw, and has hardness 5 and 5 hp per tool point remaining. Theo can attempt to cannibalize existing mechanical devices and traps for more tool points with a DC 20 Disable Device check; a successful check obtains 1 tool point, plus 1 extra point for every 5 points the check exceeds the DC.

VANDERJACK CR 10

Male civilized human fighter 10

N Medium humanoid

Init +1; **Senses** Listen -1, Spot -1

Languages Common, Kothian, Saifhum

AC 20, touch 11, flat-footed 19

hp 92 (10 HD)

Fort +11, **Ref** +4, **Will** +2

Speed 20 ft. (*armor*); base 30 ft.

Melee +2 *longsword nine lives stealer*
+17/+12 (1d8+7/17-20) or

Melee unarmed strike +13/+8 (1d3+3) or

Melee +1 *dagger* +14/+9 (1d4+4/19-20) or

Ranged +1 *dagger* +12 (1d4+4/19-20)

Base Atk +10; **Grp** +13

Atk Options Cleave, Combat Expertise, Improved Disarm, Improved Overrun, Power Attack

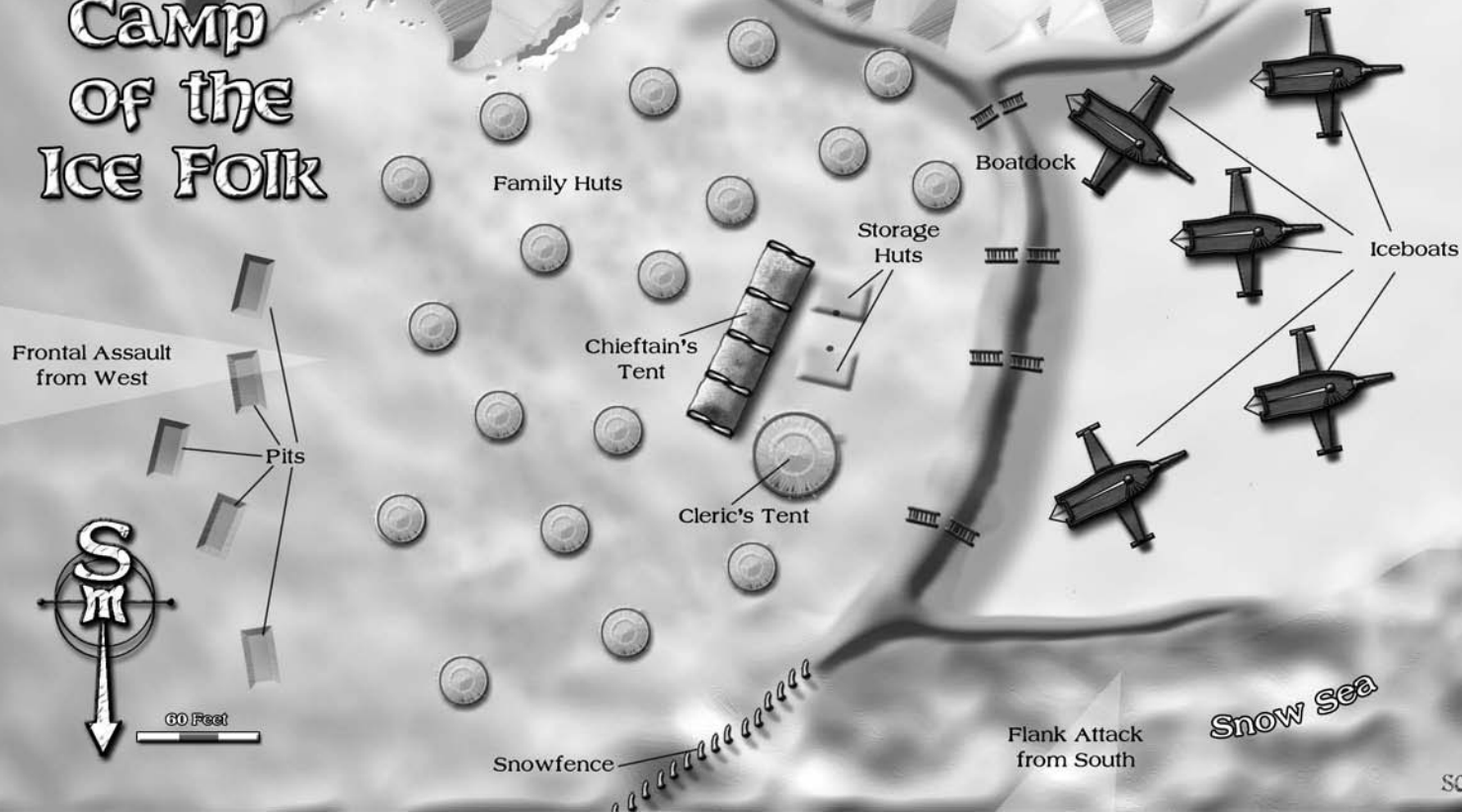
Abilities Str 17, Dex 13, Con 18, Int 13, Wis 9, Cha 10

Feats Cleave^B, Combat Expertise, Greater Weapon Focus (longsword)^B, Improved Critical (longsword)^B, Improved Disarm, Improved Overrun^B, Improved Unarmed Strike, Persuasive^B, Power Attack^B, Weapon Focus (longsword), Weapon Specialization (longsword)^B

Skills Appraise 5/+6, Bluff 5/+7, Intimidate 12/+16, Jump 5/+4 (with armor check penalty), Knowledge (local) 5/+6, Ride 5/+6

Possessions +2 *breastplate*, mwk heavy steel shield, +2 *longsword nine lives stealer*, +1 *dagger*, *ring of feather falling*, numerous incomplete or forged contracts, backpack, bedroll

Camp of the Ice Folk



Icewall Castle

- Legend -

1. Cave's End
2. Storeroom
3. Courtyard
4. Ruined Buildings
5. Bear House
6. Minotaur Hall
7. Minotaur Barracks
8. Thanoi Caves
9. Highlord Chamber
10. Library
11. Tower
12. Glacial Spring
13. Egg Room
14. Icele Row
15. Remorhaz Room
16. Sleet's Pantry
17. Sleet's Lair
18. Catacomb's Exit

Upper Reaches

Ledges

Trap

Lower Reaches

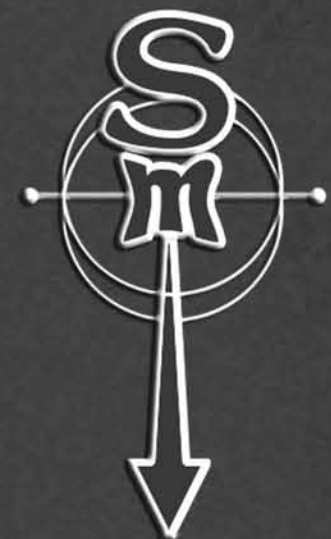


1 square = 10 ft.

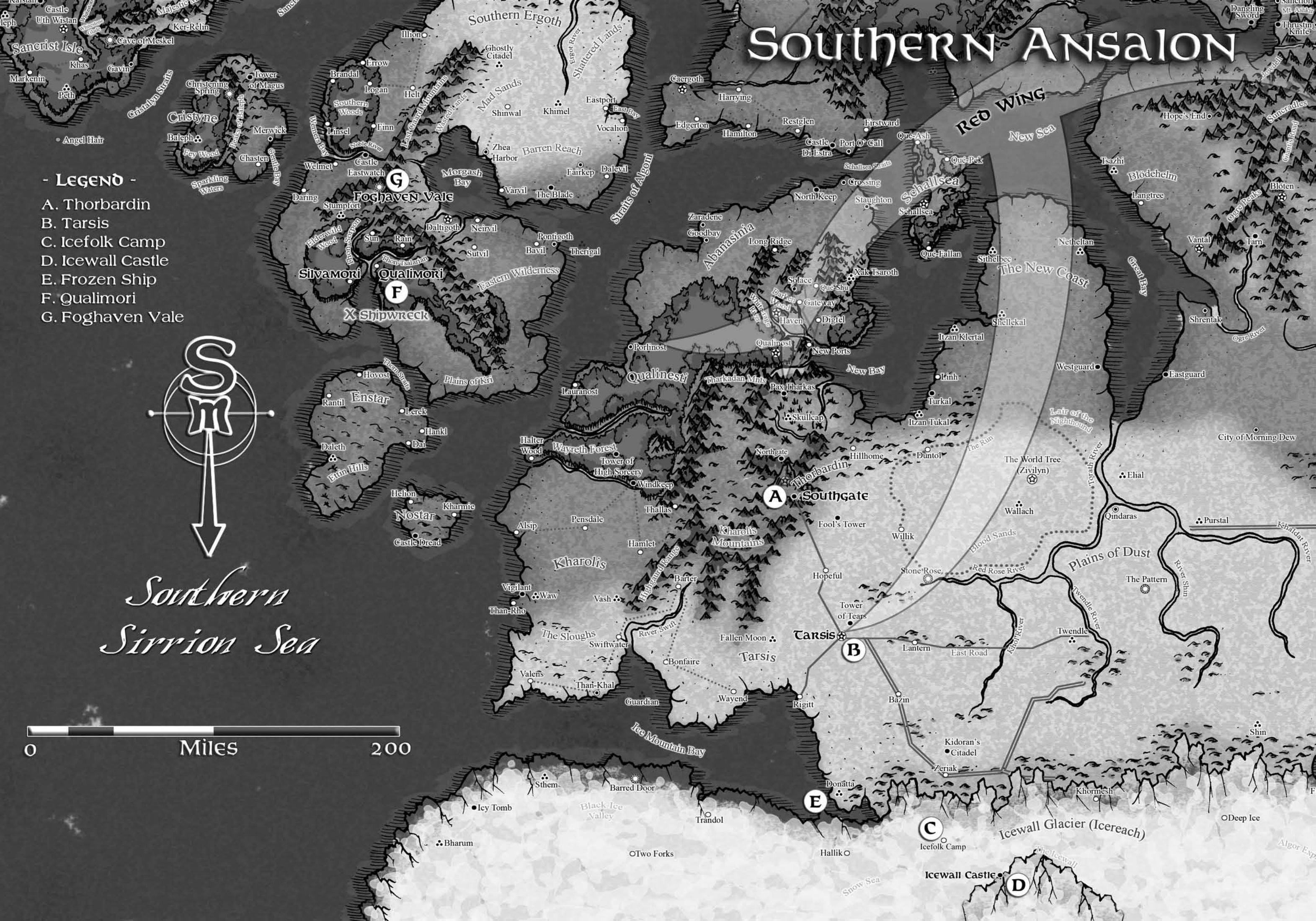
Southern Ansalon

- LEGEND -

- A. Thorbardin
- B. Tarsis
- C. Icefolk Camp
- D. Icewall Castle
- E. Frozen Ship
- F. Qualimori
- G. Foghaven Vale



*Southern
Sirrion Sea*

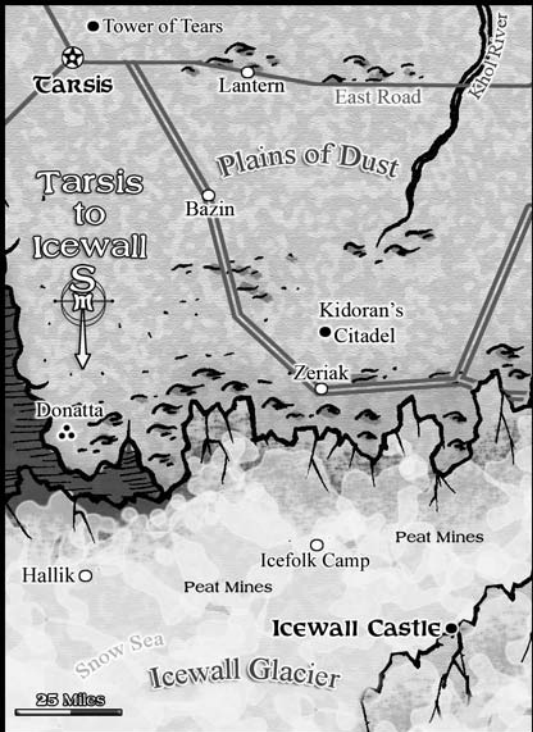


Tarsis the Beautiful

- LEGEND -

1. Tarsian Gates
2. Hall of Justice
3. Governor's Palace
4. Library of Khrystann
5. Marketplace
6. Red Dragon Inn





Foghaven Ruins

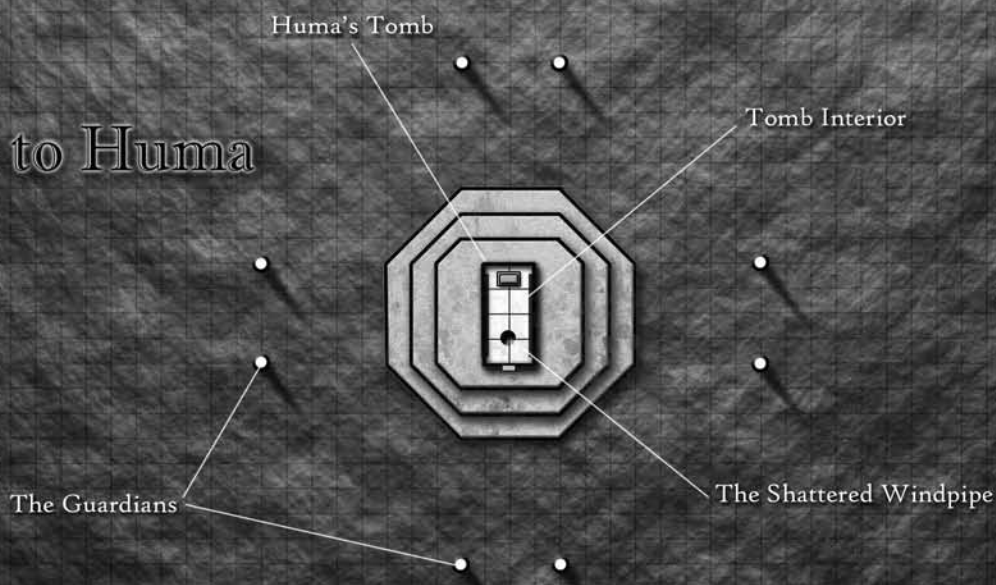
1 Square = 10 ft.



Dragon's Lair



Shrine to Huma



Foghaven Vale

- Legend -

1. Western Entrance
2. Eastern Entrance
3. Stairs of Foghaven
4. Ruins of Foghaven
5. The Dragon's Lair
6. Foghaven Plains
7. Bridge of Passage
8. Hot Springs
9. Cool Lake
10. Woods of Peace
11. Shrine to Huma
12. Stone Dragon



Distance In Feet

0 1000

SCM

1

2

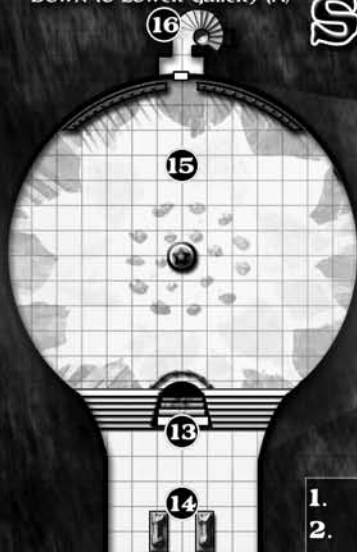
Southern Ergoth Regional Map



Down to Lower Gallery (A)

Stone Dragon of Ergoth

Upper
Gallery



Up to Upper Gallery (A)
Down to Temple Level (A)

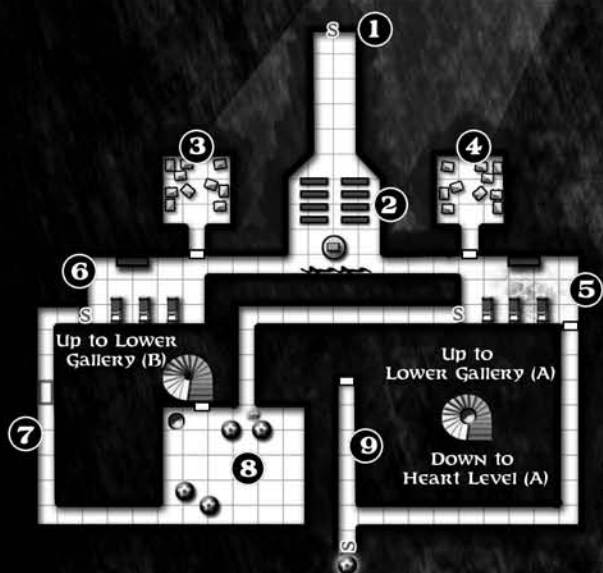


Down to Temple Level (B)

- Legend -

1. Secret Entrance
2. The Temple
3. False Treasure Room
4. Treasure Room
5. Priests' Room East
6. Priests' Room West
7. Trapped Corridor
8. Stone Guardians
9. Juggernaut Corridor
10. Entrance Foyer
11. Gallery of Dragonwars
12. The Balcony
13. The Staircase
14. Statues of Warning
15. Guardian of the Lances
16. The Way Down
17. Windpipe's End
18. The Long Satircase
19. Furnaces of Ergoth
20. Broken Windpipe
21. The Anvil
22. The Basilisk
23. Pool of Dragonmetal
24. Exit to Human Lands

Temple Level



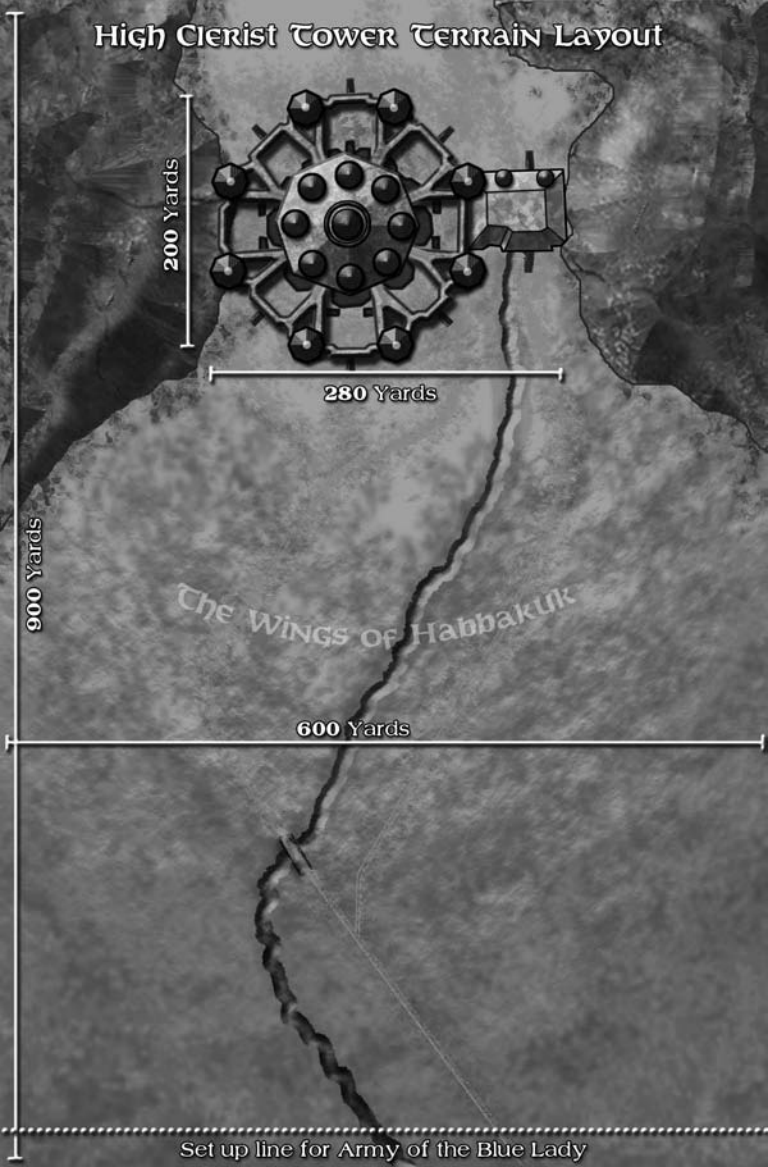
Heart Level



1 Square = 10 ft.

SCM

High Clerist Tower Terrain Layout



200 Yards

280 Yards

The WINGS of Habbakuk

600 Yards

Set up line for Army of the Blue Lady

Tower of the High Clerist

1. First Floor of Knight's Spur
2. Council of Knights
3. Rooms of Lords
4. Map Room
5. Tower Doors
6. Serrated Hall
7. Herringbone Walls
8. Iron Portcullis Controls
9. Head Trap Room
10. Altar of the Orb

11. Shaft Room
12. Large Supply Shaft
13. West Dungeon
14. East Dungeon
15. The Tower Way
16. Guardian Arch
17. Good Warrior Minions
18. Leader of Good Minions
19. Battlefield
20. Chamber of Shadows

21. Haunted Temple
22. Evil Warrior Minions
23. Grand Dining Hall
24. Lurker Lair
25. Officer's Kitchen
26. The Reveler's Chase
27. Bowling Stairs
28. Hall of Mirrors
29. Eternal Halls
30. Testing Room

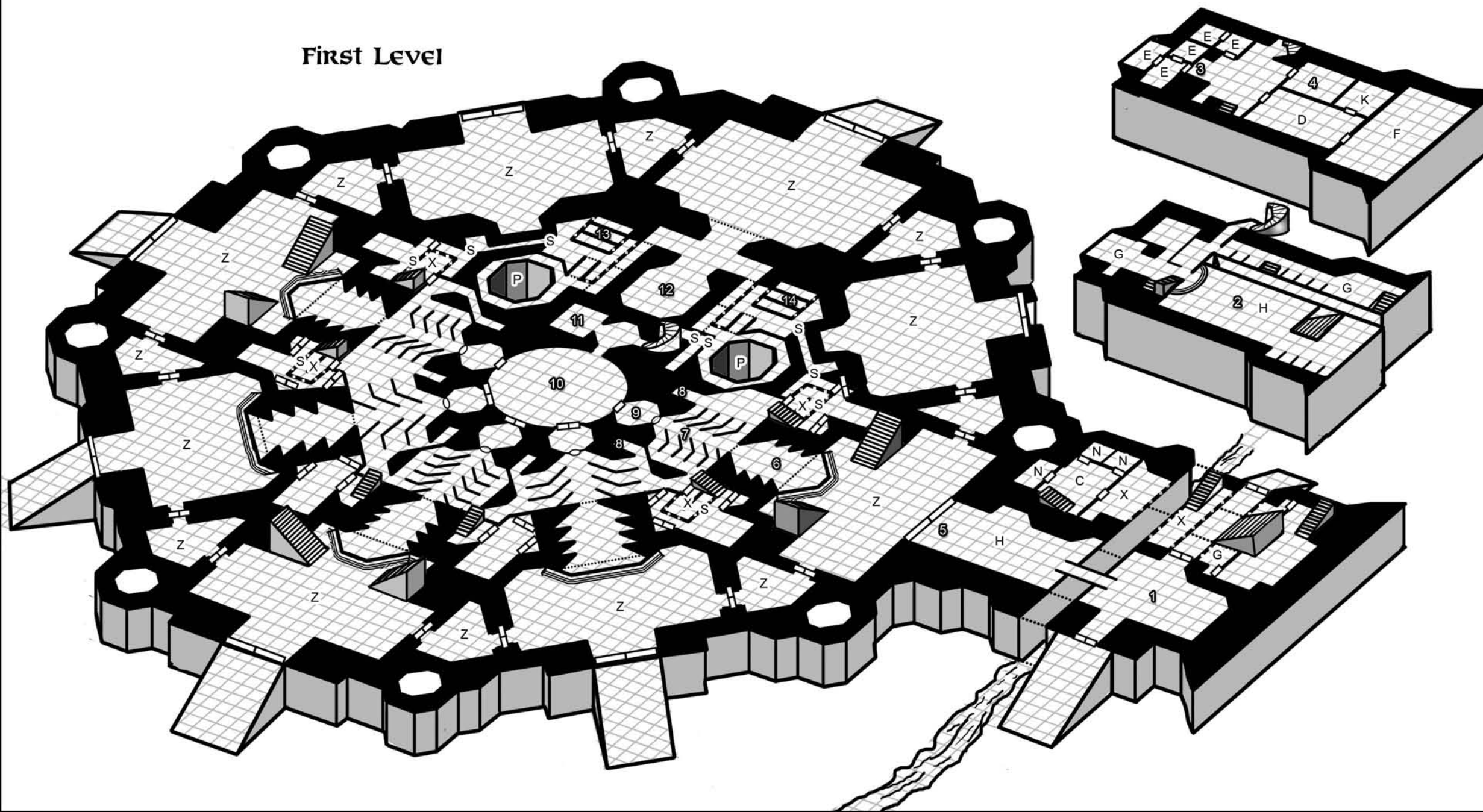
31. Central Shaft
32. Treasury
33. The Grand March
34. Grand Ballroom
35. Dining Hall
36. Minion Grandee
37. Minion Cleric
38. Knight's Court
39. High Council Hall
40. Grim Guardian

41. Philosopher Minion
42. Khas Room
43. Grim Watch
44. Shaft Room
45. Hall of Heroes
46. High Lookout
47. Nest of the Kingfisher

- A. Abbey
- B. Bedroom
- C. Corridor
- D. Dining Hall
- E. Elegant Quarters
- F. Food Storage
- G. Guard Quarters
- H. Grand Hall
- I. NOT USED
- J. Jail Cells
- K. Kitchen
- L. Library
- M. Meat Storage
- N. Officers' Quarters
- O. NOT USED
- P. Prison Pit
- Q. Office Cubicles
- R. Rotunda
- S. Secret Door
- T. Temple
- U. Servant Quarters
- V. Walkway
- W. Potable Storage
- X. Arrow Slits
- Y. Common Room
- Z. Courtyard

First Level

Knight's Spur

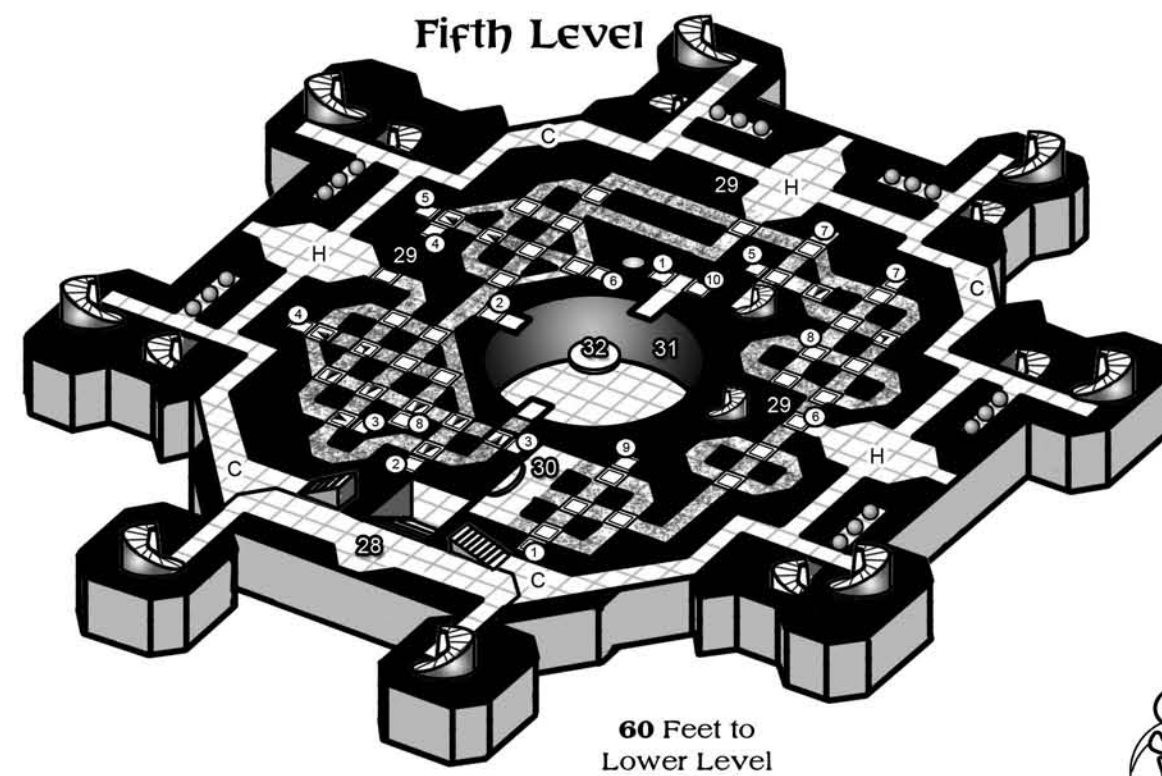


1 Square - 10 ft.

Third Level

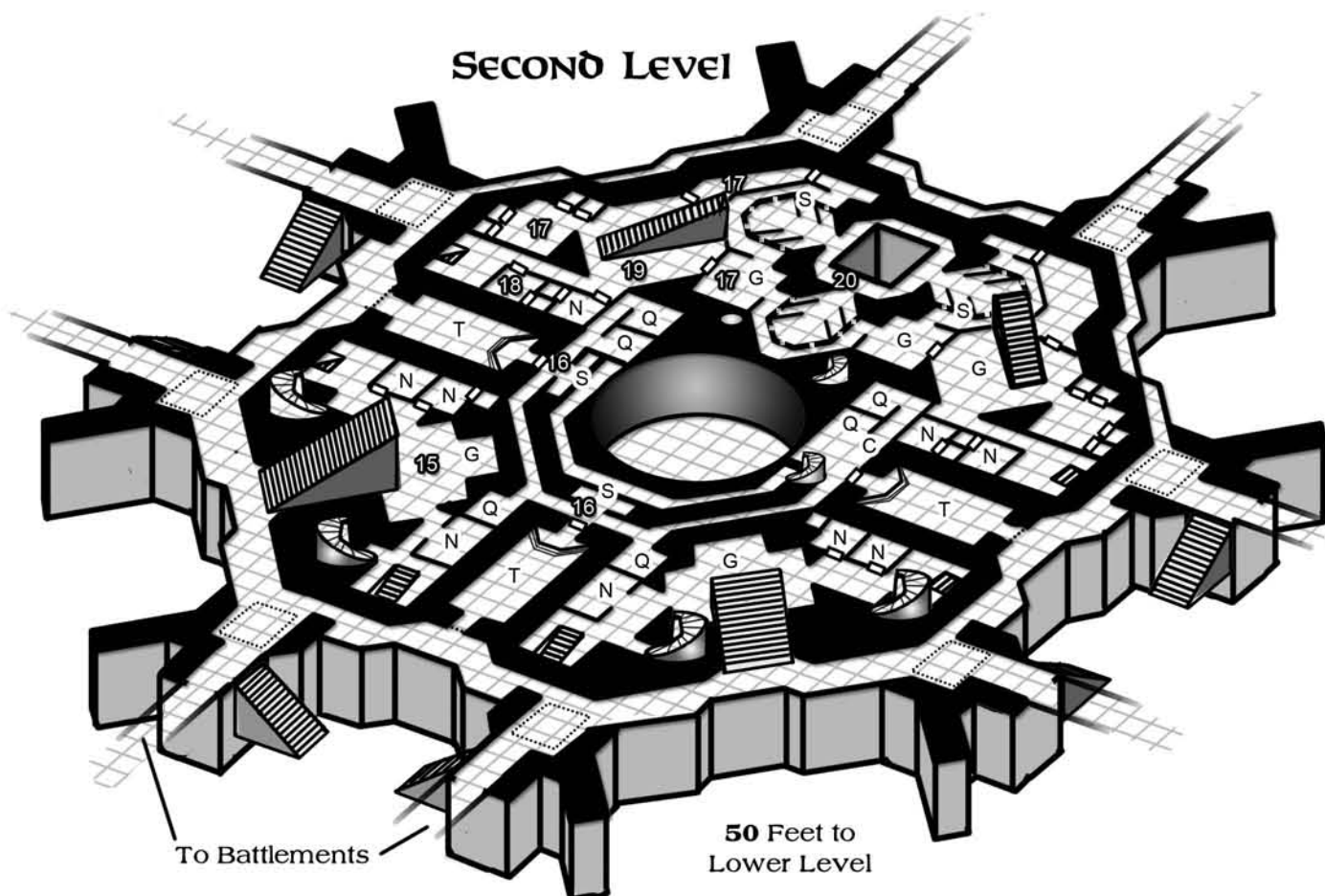


Fifth Level

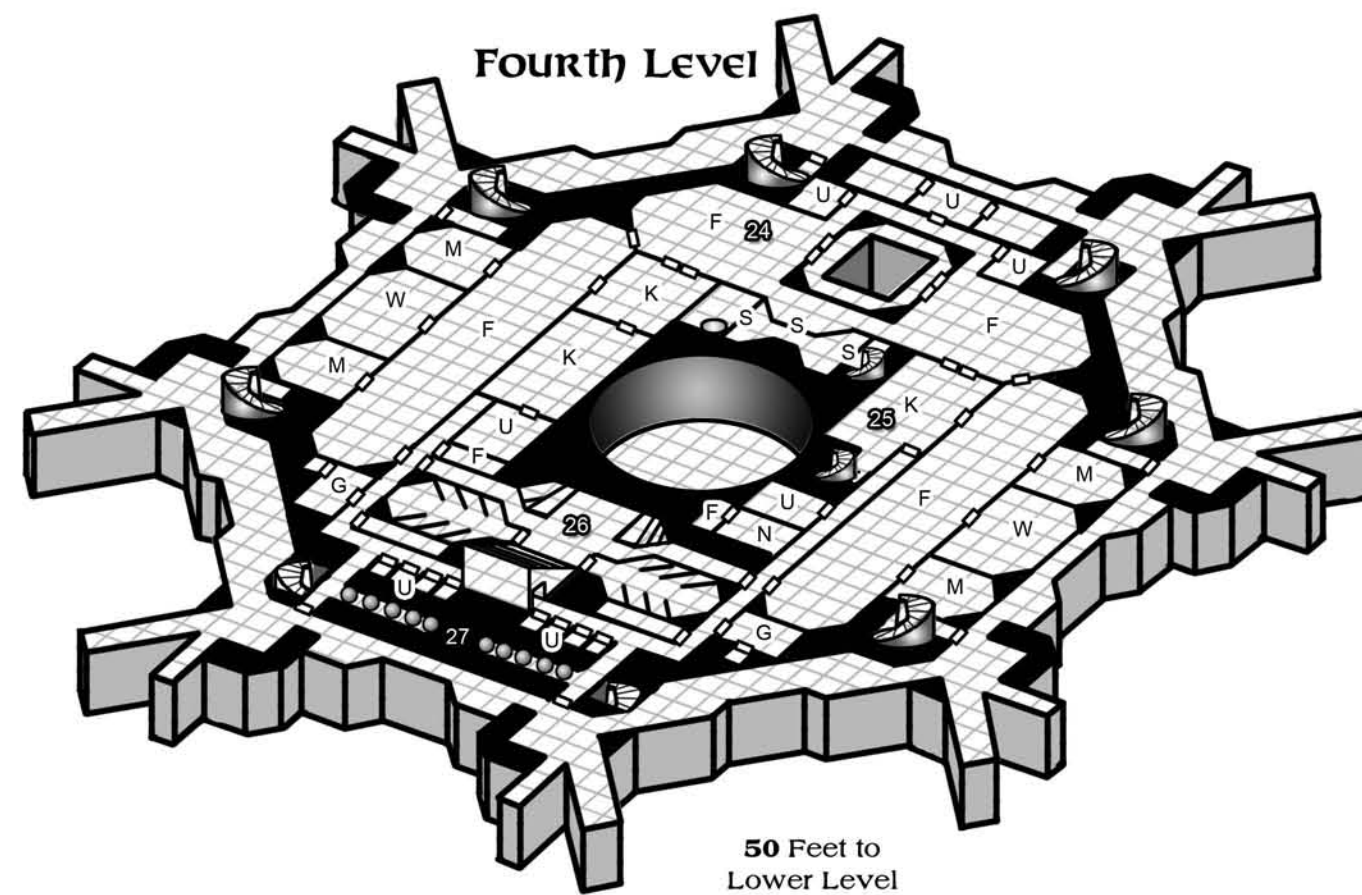


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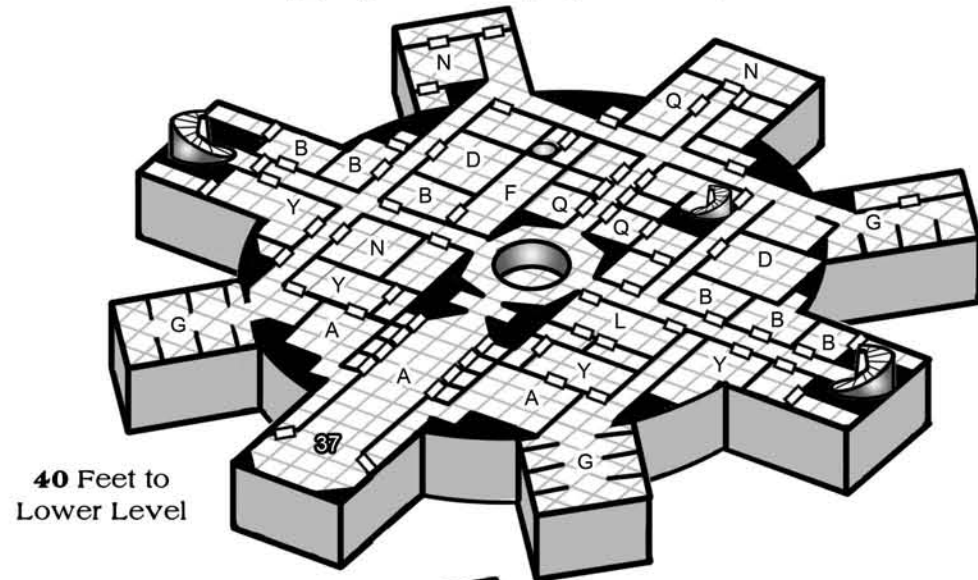
Second Level



Fourth Level

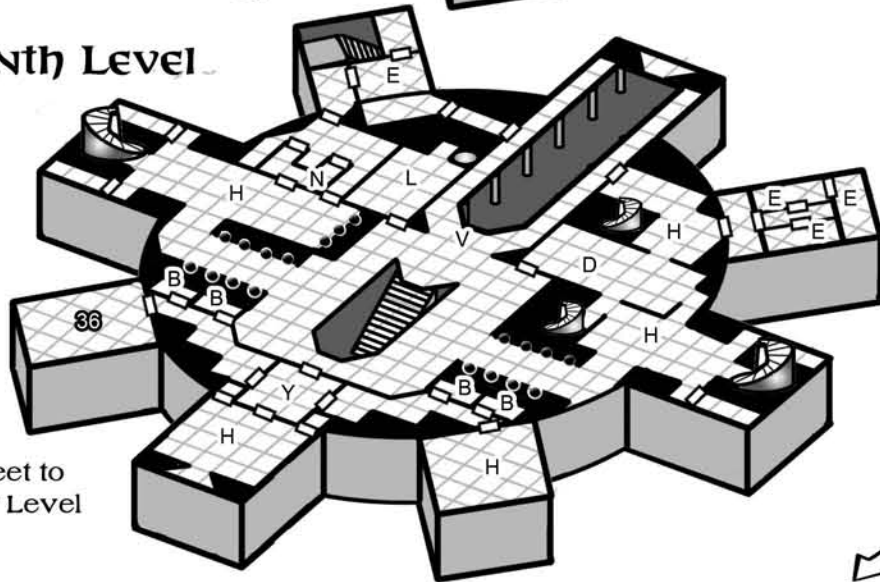


Eighth, Ninth & Tenth Level



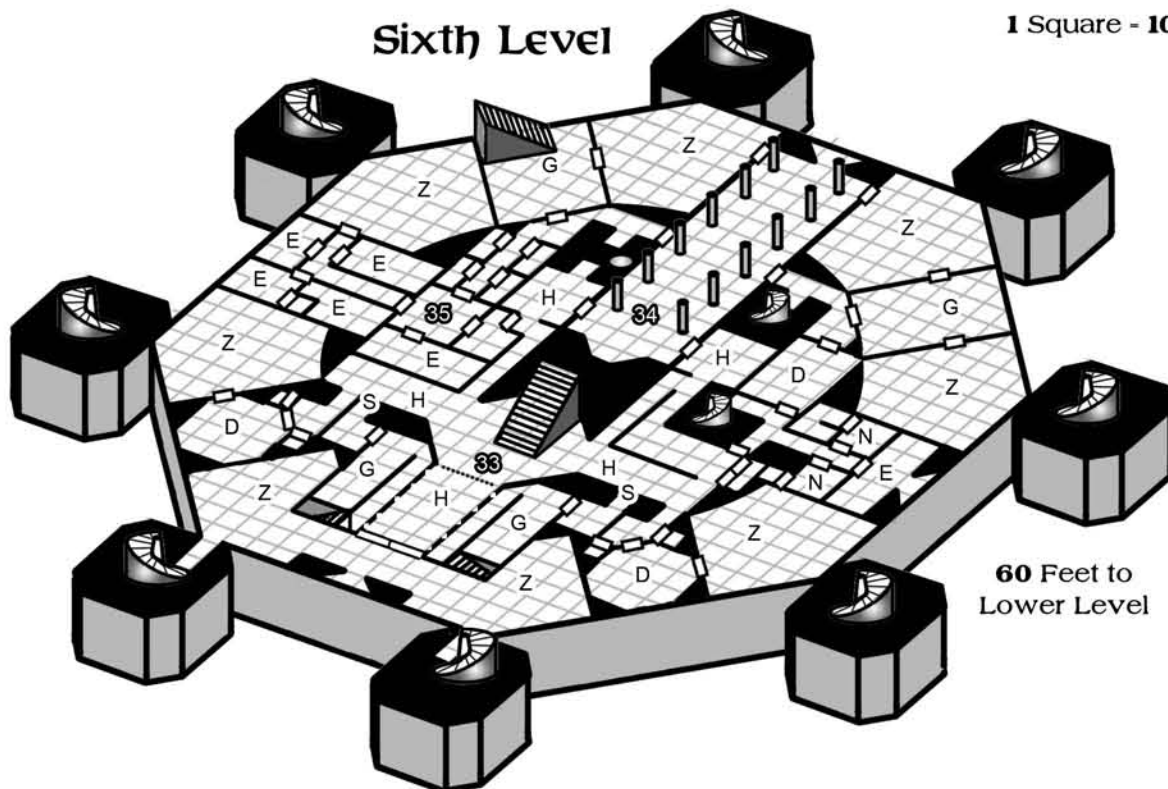
40 Feet to Lower Level

Seventh Level



30 Feet to Lower Level

Sixth Level



60 Feet to Lower Level



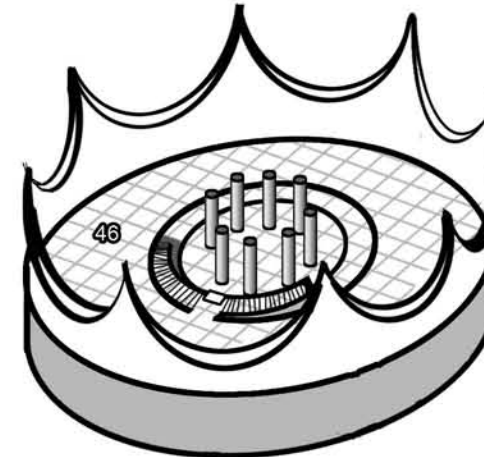
1 Square - 10 ft.

Sixteenth Level



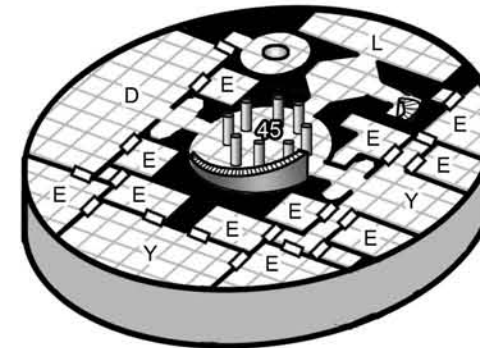
150 Feet to Lower Level

Fifteenth Level



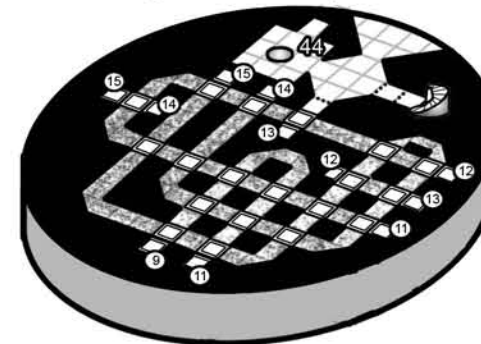
40 Feet to Lower Level

Fourteenth Level

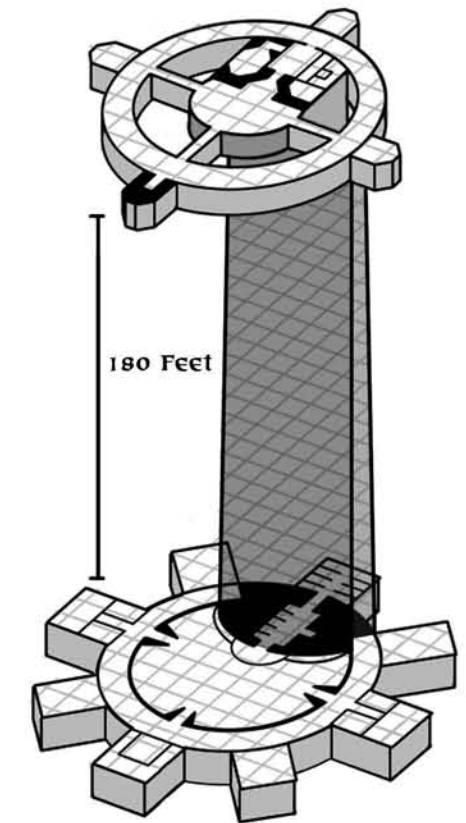


40 Feet to Lower Level

Thirteenth Level



130 Feet to Lower Level

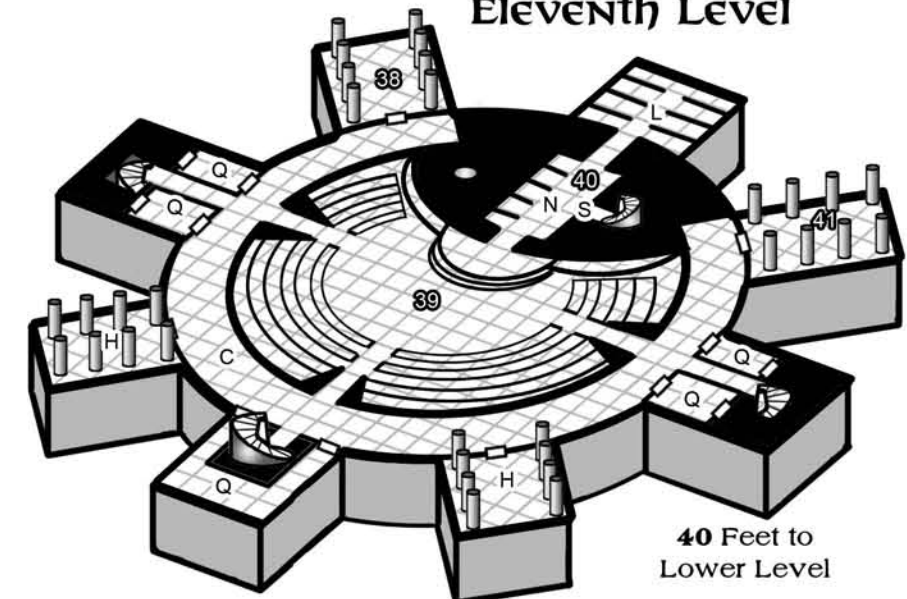


Twelveth Level



180 Feet to Lower Level

Eleventh Level



40 Feet to Lower Level

Northern Ansaion

0 Miles 200



- LEGEND -

- H. Castle Eastwatch
- I. Castle Uth Wistan
- J. Mount Nevermind
- K. Palanthas
- L. High Clerist Tower
- M. Sanction and Doom Range
- N..Whirlpool
- O. Scrag Patrol
- P. Highlords' Blockade

*Northern
Sirrion Sea*



LORD CITY OF PALANTHAS



- Legend -

- | | |
|--------------------------|-----------------------------|
| 1. Central Plaza | 6. Smith's Alley |
| 2. Grand Palace | 7. Palanthas Trade Exchange |
| 3. Great Library | 8. Navy Ship Yards |
| 4. Tower of High Sorcery | 9. Palanthas University |
| 5. Old City Wall | |



Distance In Miles



scm

To Temple
of Luerkhis

CAVERN OF FIRE

700 ft.

Bridge

Lava

Cavern of
The Old One

300 ft.

SCM

1 square - 10 ft.

Sanction



⑧ Mount
Thunderhorn
X Secret
Entrance

East Pass

Hidden Pass

- LEGEND -

1. Sanction Docks
2. Central Slums
3. Northern Slums
4. Southern Army Camp
5. Eastern Army Camp
6. Northern Army Camp
7. Lava Streams & Bridges
8. Lords of Doom
9. Temple of Huerzyd
10. Temple of Duerghast
11. Temple of Luerkhis

North Pass

Mount
Ashkir

⑧

⑩

Mount
Grishnor

⑧

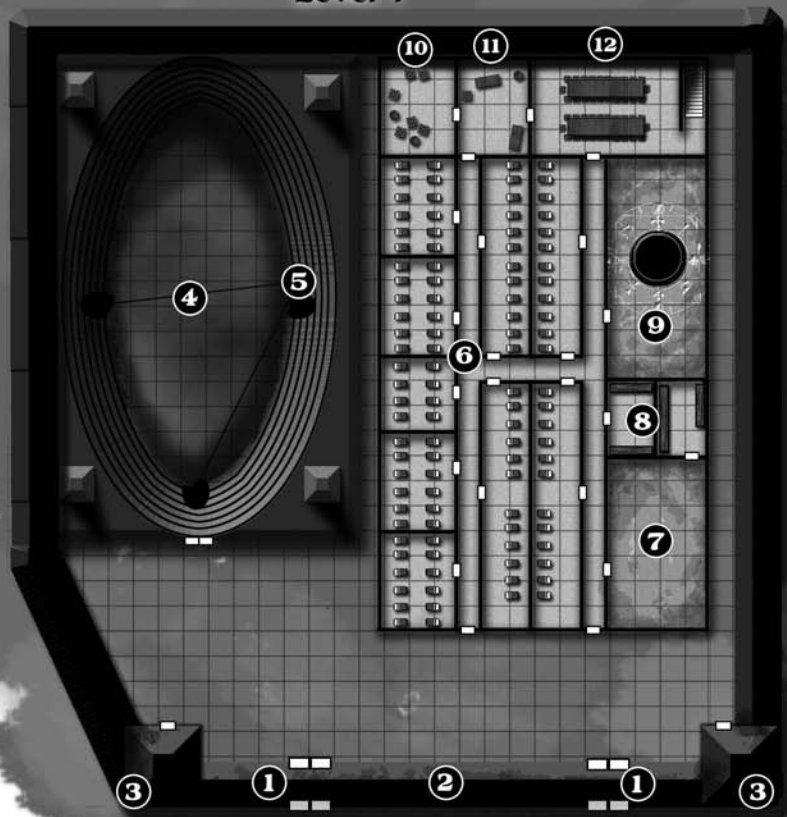
Sanction
Harbor

Distance in Miles

0 Half Mile 1 Mile

Temple of Duerghast

Level 1

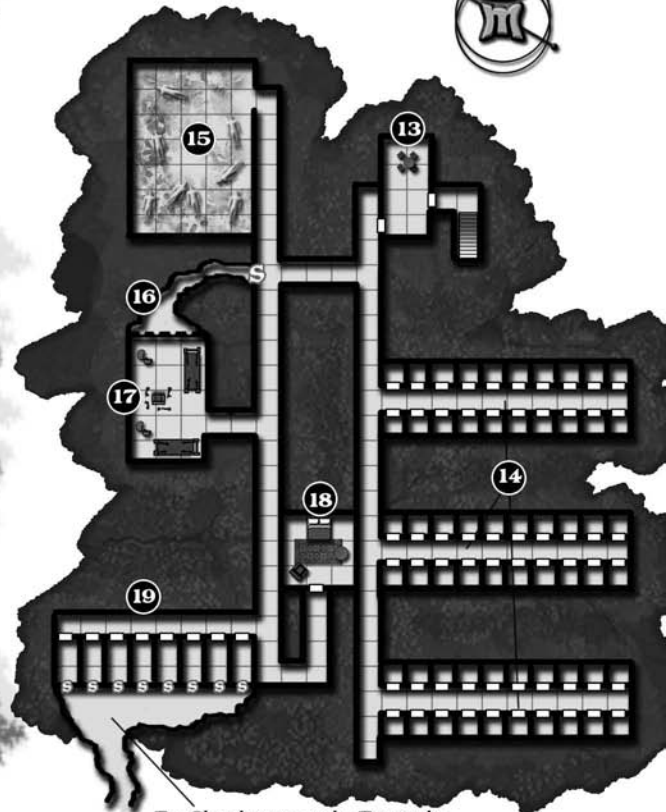


- 1. Gates of Duerghast
- 2. Compound Walls
- 3. Watch Towers
- 4. Arena of Death
- 5. Arena Entrance

- 6. Guard Barracks
- 7. Practice Room
- 8. Armory
- 9. Pagan Altar
- 10. Storage

1 square = 10 ft.

Level 2



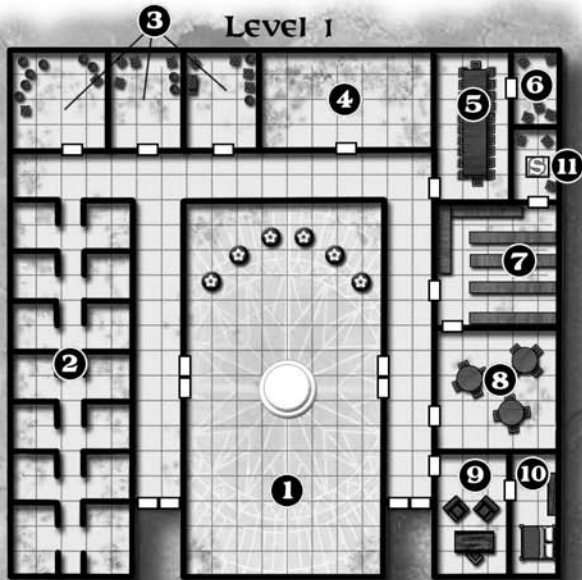
To Shadowpeople Tunnels

- 11. Kitchen
- 12. Mess Hall
- 13. Guard Room
- 14. Mass Cells
- 15. Morgue

- 16. Veiwing Room
- 17. Torture Chamber
- 18. Torture Master Quarters
- 19. Maximum Security Cells

Temple of Huerzyd

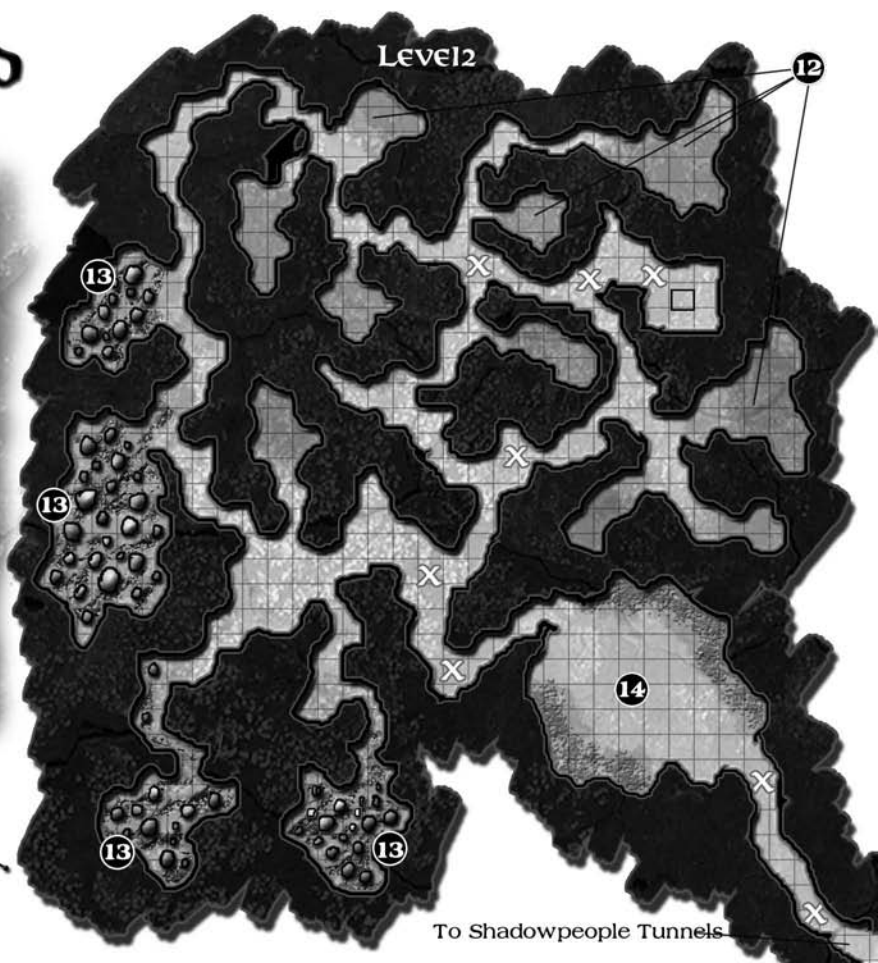
1 square - 5 ft.



- 1. Altar Room
- 2. Private Cells
- 3. Storage Rooms
- 4. Common Room
- 5. Dining Hall
- 6. Pantry
- 7. Library
- 8. Study Hall
- 9. High Cleric's Office
- 10. High Cleric's Chamber
- 11. Library Storage



- 12. Clan Caverns
- 13. Mushroom Farm
- 14. Shadow Hall



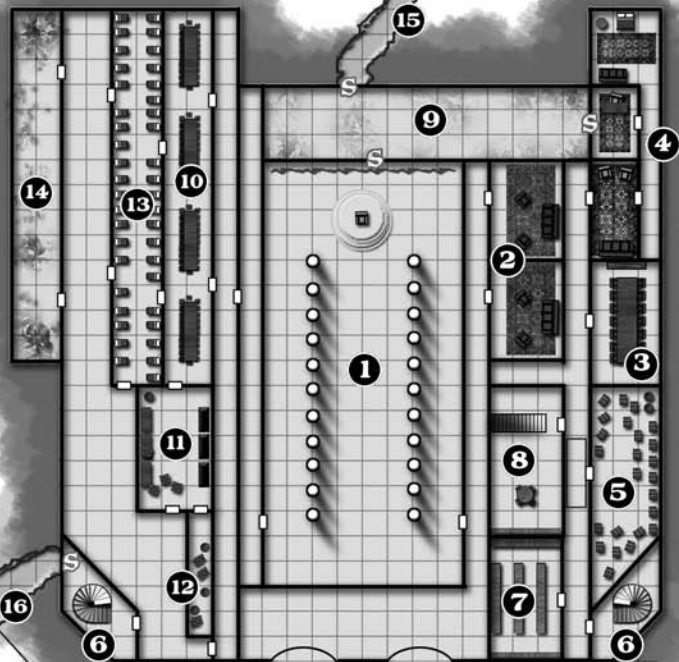
To Shadowpeople Tunnels

Temple of Luerkhisis

1 square - 10 ft.

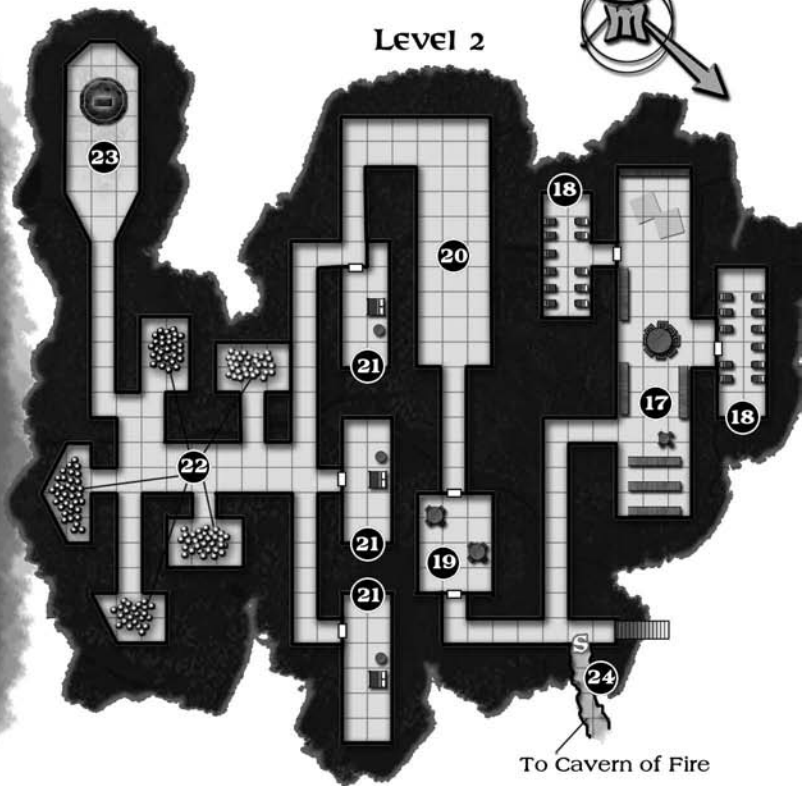


Level 1



To Shadowpeople Tunnels

Level 2



To Cavern of Fire

- 1. Audience Hall
- 2. Interview Rooms
- 3. Conference Room
- 4. Ariakas's Apartments
- 5. Treasure Room
- 6. Observation Tower

- 7. Emperor's Library
- 8. Gateway to Evil
- 9. Secret Entrance
- 10. Dining Room
- 11. Kitchen
- 12. Storage

- 13. Red Watch Barracks
- 14. Slave Quarters
- 15. Luerkhisis Passage
- 16. Shadowpeople Passage
- 17. Hall of Learning
- 18. Meditation Cells

- 19. Red Watch Deathgaurd
- 20. Cell of Sorrow
- 21. Dens of the Corruptors
- 22. Egg Rooms
- 23. Altar of Corruption
- 24. Passage from Darkness



Passage of
Luerkhis

Cavern of
the Old One

Shadow Halls

Shadowpeople Tunnels

Distance in Miles

0

Half Mile

1 Mile



DRAGONS OF WINTER

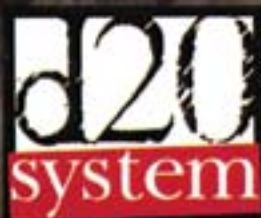
War of the Lance Campaign, Volume Two

Winter's chill spreads across the lands of Ansalon even as the Dragonarmies continue their terrible war. Dragons of many colors seem all but unstoppable, and the legend of the dragonlance seems little more than a child's bedtime tale. The heroes must continue their journey to unite the free nations in a war against the armies of the Dark Queen and find the keys to fighting evil on equal footing. From knowledge gained in the ancient port city of Tarsis and the frozen tundra of Icereach, to the legendary stronghold known as the High Clerist's Tower and the doomed city of Sanction, the companions might find powerful weapons and lost relics ... and perhaps the answers to age-old questions.

Dragons of Winter is a DRAGONLANCE® adventure for the d20 System set in the War of the Lance era. It can be played as the starting point of a new campaign or continue the adventure starting with *Dragons of Autumn*. The adventure is designed for characters of 9th–11th level and requires the use of the *War of the Lance* sourcebook, the *Dragonlance Campaign Setting*, and d20 System core rulebooks from Wizards of the Coast.

This adventure product is a new presentation of the classic DRAGONLANCE adventures first published over twenty years ago. The text incorporates two decades of information and updates from DRAGONLANCE novels and games, including *Dragons of Winter Night* and *Dragons of the Highlord Skies* written by Margaret Weis and Tracy Hickman.

Cover by Larry Elmore



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